

THESIS / THÈSE

MASTER IN COMPUTER SCIENCE

About dynamic interfaces today

Staes, Olivier

Award date:
1985

Awarding institution:
University of Namur

[Link to publication](#)

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INSTITUT D'INFORMATIQUE
FNDP NAMUR

ABOUT DYNAMIC
INTERFACES
TODAY

ANNEE ACADEMIQUE
1984/85

MEMOIRE PRESENTE PAR
OLIVIER STAES
EN VUE DE L'OBTENTION
DU DIPLOME DE
LICENCE ET MAITRE
EN INFORMATIQUE

Table of contents

Part I. Introduction

Chapter 1. Origin of the work

- 1.1. Assembler way of work
- 1.2. High-level languages way of work
- 1.3. Some remarks
- 1.4. Basis of my decision
- 1.5. Presentation of the structure of the thesis

Chapter 2. A brief historical review

- 2.1. Introduction
- 2.2. Explanations

Chapter 3. Global context of today's software development

- 3.1. Introduction
- 3.2. Software crisis
- 3.3. Origin of the software crisis
- 3.4. Symptoms of the software crisis
 - 3.4.1. Responsivness
 - 3.4.2. Reliability
 - 3.4.3. Cost
 - 3.4.4. Modifiability
 - 3.4.5. Timeless
 - 3.4.6. Transportability
 - 3.4.7. Efficiency
- 3.5. Basis of intended solution
 - 3.5.1. Law of continuing changes
 - 3.5.2. Law of increasing entropy
 - 3.5.3. Law of statistically smooth grow

- 3.6. Some other comments
- 3.7. Software engineering as solution
 - 3.7.1. Definition
 - 3.7.2. Some comments
 - 3.7.3. Modifiability
 - 3.7.4. Efficiency
 - 3.7.5. Reliability
 - 3.7.6. Understandability
 - 3.7.7. Correctness
- 3.8. Some existing solutions
- 3.9. Reactions under deadline pressure
 - 3.9.1. Eliminating the deadline
 - 3.9.2. Not completing all the work
 - 3.9.3. Not completing software engineering purposes
 - 3.9.4. Increasing the software team productivity
- 3.10. Why is the reaction reducing software engineering efforts the most commonly used?
- 3.11. Some concluding remarks

Part 2. Definition of the problem and the relations between the problem and the software engineering purposes

Chapter I. Definition of the problem

- I.1. An informal definition
- I.2. A formal definition
 - I.2.1. $M = N$
 - I.2.2. $M < N$
 - I.2.3. $M > N$
- I.3. Some remarks

Chapter 2. Relations with testing

- 2.1. Introduction
- 2.2. Definition
- 2.3. In which context testing should be done?

2.4. Different kinds of tests and the errors they
tend to find

2.5. Relations between the interface problem and the
difficulties in finding bugs today

2.5.1. Introduction

2.5.2. Bad parameter passing

2.5.3. Dynamic problem

2.5.4. Evolution problem

2.5.5. Integration problem

2.5.6. Dummy module problem

2.5.7. Some concluding remarks

Chapter 3. Debugging

3.1. Introduction

3.2. Definition

3.2.1. Theoretical definitions

3.2.2. Activities involved by the debugging process

3.3. In which context should debugging be done?

3.3.1. Debugging environment

3.3.2. When is it complete ?

3.4. Different kinds of debugging level and their
consequences

3.4.1. Handling one module written in Assembler

3.4.2. Handling one module written in higher-level
language

3.4.3. Handling a set of modules

3.4.3.1. Set of modules in high-level
languages

3.4.3.2. Complex modules

3.5. Which part of debugging is the most difficult
and their relations with this thesis

3.5.1. Interfaces enforcement

3.5.2. Handling complex software

3.5.3. Handling large software

3.5.4. Integration

3.5.5. Some concluding remarks

Chapter 3. Maintenance

3.1. Introduction

3.2. Definition

3.3. In which context maintenance should be done ?

3.4. Different level of maintenance and their
consequences

3.5. What are the most difficulties encountered when
maintaining and why ?

3.5.1. Foreward compatibility

3.5.2. High-level languages

3.5.3. Tacit assumptions

3.5.4. Concluding remarks

Part 3. Theoretical purposes

Chapter 1. Introduction

1.1. Type checking problem

1.2. Variable parameter list problem

Chapter 2. Analysis of the possibilities of when doing the checks

2.1. At compile time

2.1.1. Ordered compiling

2.1.2. Semi-ordered compiling

2.1.3. Unordered compiling

2.2. At run time

2.3. At link time

2.3.1. What is a linkage editor

2.3.2. Introduction

2.3.3. Needs for type checking at link time

2.3.3.1. What is expected from compilers?

2.3.3.2. How to use these informations ?

2.4. Comparing the different acceptable solutions

Semi-ordered, ordered and link time

2.4.1. Modifications involved

2.4.1.1. At compile time

2.4.1.2. At link time

2.4.2. Constraints involved by the checking

2.4.2.1. At compile time

2.4.2.2. At link time

2.4.3. Advantages of each methods

2.4.3.1. At compile time

2.4.3.2. At link time

2.4.4. Conclusion

Part 4. Implementation of a solution

Chapter 1. Type checking implementation

1.1. Descriptions of type

1.1.1. First possibility

1.1.2. Second possibility

1.1.3. Third possibility

1.1.4. Adopted solution

Chapter 2. EXECUTION OF THE CHECKING

2.1. General algorithm for compilers

2.1.1. Executing a reference

2.1.2. Executing a definition

2.1.3. Creating the ESD cards

2.1.4. Creating a RLD cards

2.2. General algorithm for linking

2.3. Detailed algorithms

Chapter 3. How to handle variable parameter list ?

3.1. Introduction

3.2. At compile time

3.2.1. Ordered or semi-ordered

3.2.2. Partial conclusion

3.3. At link time

3.3.1. Introduction

3.3.2. Trouble of handling full dynamic
interfaces ability

3.3.3. Some partial solutions

3.4. Conclusions

PART 5. Conclusions and further work

ERRATA.

PAGE 3 : the sentence "...more of them gives a practical ..." should be readed as "...most of them gives no practical ..." at third paragraph, fourth line.

PAGE 9 : the word "buger" should be readed as "buyer" at paragraph III.4.5, the last word.

PAGE 12 : the two words "on" should be readed as "or" in the fourth line from the end of the page.

PAGE 20 : the sentence " $\exists i : 1 \leq i \leq m : T_i = T_i'$ " should be readed as " $\exists i : 1 \leq i \leq m : T_i \neq T_i'$ " in the third line.

PAGE 46 : the word "bathone" should be readed as "bottom" in the sixth line and in the eleventh line.

ACKNOWLEDGEMENTS .

I am gratefull to Mr. Ramaekers for having accepted to conduct this thesis .

I am indebted to M. Linder and M. Schreiber whese discussions and ideas lead me to the domain of this thesis .

I am also indebted to my friend P. Lippens who painstakingly read this manuscript and made suggestions for improvements and who willingly contributed illustration and problem ideas .

Special thanks are owed to M. Van Parijs who have tipped this work and has to deal with my writings .

To my wife, Isabelle, I owe my gratitude for her understanding, patience and encouragement .

I would also like to thank all other people involved in the elaboration of this thesis .

Part 1 : INTRODUCTION

"Software is a means, not an end."

I . Origine of the work.

My starting point was the fact that I enjoy working at Operating System level and then, most of the time, the language used is the Assembler language . The environment I use to deal with is often a work for large and complex software and not for a software created only for being used during a few days.

It means also that practical ideas are, for me, more valuable than theoretical ones because many times you see very nice theoretical ideas without any practical consequences (at least at the time of the publication). It is not said that you do not have any part of a practical work which will not deal with modelization or underlying theories.

During my practical work, which was carried out in Assembler language, I saw many things I thought to be practice of the 50's at no more living! (as some as teachers told us). Most of the programs were not documented. Even worse, programs with comments, but these comments were not updated when the code had to be, are very difficult to understand. Another problem was coming from the fact of compatibility.

I . 1 . Assembler way of work.

I had had to write a few new functions for an existing software. In doing this, I had to deal with many problems due to the fact that I was obliged to extract the coding from existing programs in order to insert them in mine . It is a good idea not to rewrite existing coding but not in this way . Moreover, if some other people is working on the program from which you are extracting some coding . This is because of compatibility between different versions of the software to be supported.

Another problem are to me, in Assembler you can change the expression of a macro without having to rename it . Then, whenever you are assembling a program, you only need to have to say with which module library it needs to be done . And the macro can have been change without having

to change something in the Assembler program.

As the current evolution is to do operating system in a higher level language and as it is stated before, I was interested to see if this mechanism of different macro expansion can or exist in higher level language as C, Pascal or ADA.

I . 2 . High-Level_languages_way_of_work.

I started then to see if higher level languages support facilities like different number of parameter in a parameter list, passing unbounded arrays, and so on . That can be done in Assembler, but is it possible to handle "DYNAMICAL INTERFACE" in higher level languages ?

As C was a language of an existing operating system, I looked first to it . The astonishment was that there are no checking of the correspondances between formal and actual parameters . Indeed, the caller puts its parameters in a stack; the caller takes what it supposes to find and as return the caller keeps its parameters out of the stack but no checking is done . After this, I looked to Pascal because it was presented as a good language . In this language, there is no possibility to do it because no external compilation is possible (In its standard form at least). In Ada, the type checking between formal and actual parameters is done but once an interface has to be changed we must recompile and relink to whole software . Then, the check is done but without possibility of dynamic interfaces .

I . 3 . Some_remarks.

In the following text, I will often use the term "strongly typed languages" . This means that objects of a given type may take only those values that are appropriate to the type definition and, in addition, the only operations that may be applied to an object are those that are defined for its type . I will refer to this to distinguish languages like Fortran, Cobol, PL/1... where there are no type checking and to those like Pascal and Ada where check is done.

I . 4 . Basis of my decision.

From now, it is from that point that I started to think that the dynamic interface would be an interesting point to study . During my practice, I met Mister Linder who told me this problem and explained me that if this was resolved, then will be easier to work and easier to handle different version of software.

Another basic fact is that most bugs are localized in very few places in the code, than if this code would be replaced easily by a new version even if the interface has been changed . It was the problem when it is a faulty module in an operating system . It would be easy if the only thing to do was when maintenance operation replace the module without having to recompile or to relink the whole .

I started then, to read many books or articles about software management, software debugging, software testing and software engineering . Quite all these books mention the interfacing problem but more of them gives a practical solution if they give any . Most of the time you can read sentences like this : "The problem lies in the interface, but this problem is behind the scope of this book." And no more explanations are given.

Once started to deal with the problem, I saw that there was a problem with compile implications as well as operating system ones . For instance, in Ada, the compiler does the check but for doing it, it needs to have a Data Base where all informations about each programs are putted in . What this means is that we must have a Data Base management system associated with it.

My point of view is to find solutions such that these solutions are practical . That means that the solutions do not need to much spaces; loose too much efficiency; be too expensive and should be easy to handle.

I . 5 . Presentation of the structure of this publication.

The next chapter will give an overview of what is the environment in which this work was undertaken and first a brief historical review. After this, a formal definition will be given and from this definition I will see its connection with the three mainly costly activities :

Maintainance, Debugging and Testing . All this is seen as means in order to increase software quality and also in order to see wath parts of them are concerned with the solving of the dynamic interface problem. All these will arrive to the conclusion of wath are the advantages in solving the problem and also to the possible theoretical solution which in turns will arrive to some implemented solution . All this with comments and critics because none of the solutions is ideal in all point of view .

II . A brief historical review .

II . 1 Introduction.

This is done in order to see what is the evolution of the software problems encountered during a few decade from the 50's to the 80's . These sentences give only the symptoms of the most troublesome problems: If a sentence is written more than once, it is because this problem was not solved or because of the evolution of the complexity of software activities the problem is once again there.

II . 2 . Presentation.

In the 1950's : -Programming in machin language

-The inefficient Assembler

-A software tool for hardware designers

-The disappearing programs

in the 1960's : -Fully tried and tested ?

-The impossible error message

-It works most of the time

-If you can't fix the errors, ignore them

-Can software failure bankrupt a company ?

-Theory simplifies practice

in the 1970's : -An integrated collapse in the new world

-An integrated collapse in the old world

-Fully tried and tested ?(2)

-Data base management systems : panacea, placebo or poisons ?

-A system expands until it collapses

-Keep trying until it works

-The software development backlay

-Theory predicts problems in practice

-At the end of the decade, there are still collapsing

-To collapse or not to collapse

in the 1980's : -An integrate collapse in the whole world

-A computer works week is shorter than a human works week

- Can computer system push the button ?
- Keep trying until it works
- Software failure can bankrupt a company
- Software improvements ?
- Better late than never
- Where shall we get the teachers ?

II . 3 . Explanations .

These sentences are not given here in order to explicit all the development process of software evolution . It is also not an attempt to describe the evolution of software development process but there you can find the evolution of where the problem was and where is the main difference between these periods .

It also will serve me as reference on the reasons why I undertook this study and why I undertook it with the point of view I defined earlier .

III . Global context of today 's software development.

"Careful programming is not a trivial task, even with smart environment ."

III . 1 . Introduction.

This section is intended to give an overview of the global environment that is available today . It will also try to define why it is important or which problem is or are the most important one(s) . Then when the global context in which all software have to be developed is described, a more precise description of this work will be given.

In order to be able to give a precise description of the software state today, it seems to me that the next important things are to be kept in mind .

First, the fact that programming is a social activity, requiring negotiation and communication . That is important because it can explain why there are many difficulties in dealing with programs . Indeed, if it was not the case you are only dealing with people of the same formation . Then the problem lies on the fact that when dealing with large software you are dealing with a multidisciplinary activity and no more only just with a computer activity .

Second, and related fact is the fact that any programmer needs to communicate in one language with the computer, and in another one with the user . And the problem is that the user uses its technical vocabulary . The problem is, then, the needs of a clear, concise and precise language . There is a problem of communication.

III . 2 . Software crisis .

There is a few years ago that the software crisis was recognized but it was only in the years 1968 in a NATO Conference that the software crisis was for the first time officially recognized. But this crisis was seen long before but was not analysed and no means were given in order to solve it . We must be honest and must say that the crisis is still alive .

In order to see some solution, the best way is to see where come this crisis from and then, to see which were the actions or what were the constitutive elements of this crisis .

III . 3 . Origine of the software crisis .

From most readings, we can find five causes of the crisis :

1. There were (are ?) no cooperation between hardware designer teams and the people who are using it, the software designer teams . But, there is also no cooperation (at least not enough) between software designer teams and the users of the software .

2. As pointed out by Dijkstra, there is a problem with the compatibility that you must preserved even if these compatibility forces you to write bad quality software . It is not possible to write good software if you have to be compatible with bad one .

3. The software crisis is the result of an human limitations in dealing with complexity .

4. Most people who are working on software, do neither understand fully what they are doing, nor the means they use nor the user's needs . For instance, many people I met were not educated in order to be able to write good software, many of them were mathematicians, biologist, and so on . I do not want to say that none of them are good but that there is a problem to find good trained people . For more details about it see the book of "Software Reflected".

5. There is a very large distance (too large !) between the state of art and the state of practice . That is a very crucial point. Indeed, how will you that software quality will be improved if there exist no theory or no theory experimented on a large scale practical projects . I think that there is no matter where this occurred but it is not enough recognized . I do not know any other domain where pratician are so negative in front of the theoretist . One could think that the reason why this occurs is the fact that many people believe that the cristicism of a theorician is the cristicism of this own person or work . And here is the place to advocate the need of egaless programming at any level of software development .

Let us seen what are the symptoms of the crisis.

III . 4 . Symptoms of software crisis .

One can hope that if one was able to see the symptoms, may be, can he (she) be able to see the real cause of this bad effect . The next points are perhaps not all symptoms but the most of them .

III . 4 . 1 . Responsiveness .

Too often, computer based systems do not meet user's needs . This should come from the fact that the user was not able to define precisely what were this needs or this should come from the fact that the communication between users and designers was not correct enough . The consequences is that most systems meet not exactly what the user expected it to be .

III . 4 . 2 . Reliability.

Too often, software fails . This do not say that the software was not done but not done completely or not in time . For more details see the book of F. Brooks : "The Mythical Man-Month".

III . 4 . 3 Cost .

Too often, the established cost of the software is not respected . The software costs are seldom predicable and are perceived as excessive. This is a well known fact . This include direct and indirect costs .

III . 4 . 4 . Modifiability.

It is well known that maintenance is a very heavy activity which cost quite 80% of all programmers activities . Maintenance is also complex, costly and error prone . Some time, if you need to modify you are better in rewriting it entirely . For more details, see the corresponding chapter in this publication .

III . 4 . 5 . Timeless .

Software is often delivered with unexpected delays and with less than promised capability . This is very strange that this is quite the only discipline where this is done without reaction from the part of the buger .

III . 4 . 6 . Transportability .

Software written for one system is seldom usable in another one without having to change a lot . Even some time, it is better to rewrite the whole because not all systems have all programming languages.

III . 4 . 7 . Efficiency .

Software development efforts do not make optimal use of the ressources involved .

III . 5 . Basis of intended solution .

Once it was seen that both old and new software both suffer from the same symptoms . From this constatation, some people began to work on this problem . Few people were working on theoretical point of view while others were working on practical issues . One of these results where the establishment of the "Laws of program evolution". These laws were established for large and medium sized software . This means that the software will be in use during a period of at least several month and also in use for several people .

III . 5 . 1 . Law of continuing changes .

This law says that a system that undergoes continuing changes until it is juged more cost effective to freeze and recreate it . Indeed, change can be required by many things among them we can mention: environment changes, user's requirements change, error correction,

III . 5 . 2 . Law of increasing entropy .

The entropy of a system (its unstructurness) increases with time, unless specific work is executed to maintain or reduce it . In fact, whenever there is an error correction, there are more chances of introducing other errors . That is because more often the people correcting the software is not the people who has designed it and because there is no documentation precise enough (and updated !) in order to let you understand all interactions between all parts of software (I should tell you one of my experiences . I had to add some new functions in a software . In order to do it as best I could, I asked for documentation of the whole software (and its history) . What was my surprise when I heard the following response : "There was soo much documents, and none knows yet what are the papers in it . Then no one use it . So, as we have no much space and as we need more space, we put all the documentation in the dustbin .) This is an exemple but I think that this kind of story are not so rare even if it occurs for another reason

III . 5 . 3 . Law of statistically smoothgrow .

Growth trends measure of global system attributes may appear to be stochastic locally but statistically they are cyclically self regulating with well defined ranges .

III . 6 . Some other comments .

Before going further, I would like to put here other sentences quite like proverbs about software . The reason why I put them here is that they are important in order to introduce a definition of a new discipline (some people do not agree with the fact that this is a discipline) . This new discipline is commonly named software engineering . The creation of this discipline can be seen as a response to the software crisis . This response should provide solutions to the software crisis or at least to reduce the bad effects of the crisis . These proverbs refer to the invisible part of software :

- There is NO one right set of statements to realize a software
- Software is abstract and therefore difficult to deal with (no examples are possible)
- Large software cannot be completely error free, even after years of use
- Systems requirements cannot even be fully stated in advances, not even in principle because the user don't know them in advance not even in principle .

Some people say it another way : "A bug free program is an abstract theoretical concept."

What has been said until now seems to drive you to the conclusion that there is nothing to do again the software crisis, but that is not the goal of this . The goal of these lines about is to prevent us to talk too easily of correct programs without knowing that that is a theoretical view . It is time now, I will try to give a definition of what is software engineering, on what is software engineering based and what are today results of this discipline . First of all, we have to see that this discipline has the aim of finding a response to the crisis .

III . 7 . Software engineering as solution .

As there is no established definition, I will keep the next one as the accepted one.

III . 7 . 1 . Definition .

Software engineering is a set of structured ways of performing traditionnal software development activities and a set of structured activities that are not part of the traditionnal software development process .

III . 7 . 2 . Some comments .

What is named traditionnal activities is the activities implied by the fact that some problem was to be solved by machines . But this was done without all the present ways of doing it . There was nothing as structured programming, top down programming, and so .

From this definition, we can conclude that software engineers will be able to give anyone tools and principles in order to increase quality software production . Yet, we have introduce a new concept : quality software . It is a beautifull word but how to establish what quality is when speaking about software . For this purpose, I have choosen the five most important (for me, there are no other) criteria in evaluating software quality which are modifiability - efficiency - reliability - understandability and correctness . These criterias are not easy to realize . Indeed, many times, if you choose to increase the modifiability as the most principle componant of your software quality, you will find that understandability and/on efficiency criteria are than no more respected . Let us examine more closely these five criteria .

III . 7 . 3 . Modifiability .

Refering to the law of continuing change, we can say that a software (except short-lived software) is always changing . These changes are due to a number kinds of facts . Among these kinds of facts, one should mention the following . The users change their requirements on the modelized computer world changes on the software environment changes . We know that all these changes occur many times during the complet life-cycle of a software . Many of these changes are not known when the software were designed and constructed . Then, in order

to create software with great ability of changes, we can see that the idea of modularization of software . This is done in order to have to modify only one module instead of a few statements within all the software . But this has also lead to the problem of how to cut it in module and worse how to deal with interfaces changes? That is not solved even with language of the 86's as ADA .

III . 7 . 4 . Efficiency .

As software development becomes a more common practice, (that is the fact that software begins to cover many discipline) real-time software has become needed and also were interactive ones . This has as consequences a much more complex activity than having to deal with the old batch processing . Efficiency has changed from saving spaces because the first series of machines had no many space enough in order to deal with large software, to saving time because of the new systems(networks, teleprocessing, ...) are more time oriented the space saving . The problem now is to increase understandability of program without loosing good response time . All this should be done without having to write in low level languages (as Assembler) and with prescribing portability, readability and of course the facility of maintaining, testing and debugging this software . Some people say that efficiency is not a problem, I do not agree with that but it is right that efficiency does not have as consequences to loose other criteria .

III . 7 . 5 . Reliability .

This has two meanings: - The first one is the collection of all the techniques which can be used to designed and test the software so that it is relatively error free . Some people call these the techniques which apply to the design of reliable software .

- The second one is probability that a given software system operates for some time period without software errors, on the machine for which it was designed, given that it is in used within design limits (see for instance the IBM DOS/MUS, which normally does not crashed) Therefore we must defined what is a successful operation of the software what is in practice a non trivial task .

It is not possible to do verifications with traditionnal program construction . Now, when you construct your software at the same time you think the way which are possible to take in order to verify it .

But how to do it when none of the languages accept to have dynamic interfaces and few of them even accept static interface checks (the only one is ADA, because most Pascal compilers are standard in the sense that they accept external compilation but without any check !)

In order to ensure software reliability, you must ensure software debugging, testing and maintaining . And once more, you must deal with interface where the worse bugs are .

III . 7 . 6 . Understandability .

The language are use as vehicule for expressing a solution must be easy to read and understand for both users and the concepters . In order to realize this some people has proposed to define a formal language in such away that both users and concepters can communicate together in a proper way without confusion or misunderstanding . This implies that one has to know a lot of these languages ...

Some other people see specifications as a means in order to meet this goal . Another way to realize this, is the use of comments and documentation . We define comments as not just paraphrasing what the code does but as explaining what it is intended to do .

In my experience (a short one but ...) this means that it is not good enough as solution if there is no pressure or not heavily enough in order to update them . Whenever I have to deal with assembly coding, I read first the comments in order to see first what it is attended to do before trying to see how it is done . But what was my surprise to see that the coding did not match the comments . When I saw this, I wanted to know why this occured . The response was that there was a lack of time . As we will see later, the lack of time is often a great ennemy of all software engineering effort . As mentioned before, this also occurs with documentation . These are the reasons why I see specification as this means .

III . 7 . 7 . Correctnes .

The starting point, here, is the fact that a software without bugs is a pure theoretical concept . In all practical example, you will never be able to establish that there are no more problem . Once again I can take the interfaces example, in the main program the variable was declared as real and in the subprogram they were declared as integer . Before execution time, there were no problem but at

execution time the results were not correct . During the testing period, this was not seen and how to ensure that can not occur ?

At testing period, you can never prove the absence of bugs, the only thing that you can prove is their presence . This of course is not a reason to stop trying means or stop researching a solution to decrease their numbers ! It is important to see how you can avoid some bad mistakes, how you can write software in such a way that it will easier to handle .

Another problem is to define precisely what correctness means . That also is not a trivial task . A most commonly accepted definition is that a software is said correct if it meets its specification . This as the next consequences :

First, this implies that you have to define what specification is, there is no commonly accepted definition . But supposing that this can be done .

Second, you should be able to prove that the software does exactly (no more but no less) what the specification tells you the software should do . Suppose that this can be done .

Third, you have to prove that the specifications describe exactly the expectation of the user . Because otherwise it is not usable and loses its interest . That, of course, is quite impossible because often the users do not know themselves what they need !

III . 8 . Some existing solutions .

In order to give solutions, some people have given ways to increase software quality but too often these solutions are partial solutions but are seen as Solutions . These methods are mainly : Structured programming - Top down design - Step wise refinement - Systematic testing - Inspection of code - Programmer team and a few others . These methods are becoming to be used in practice . But often they are not used or not completely used because they are time consuming and involves the training of people . In the next section, I will explain one of the most heavy pressure against their uses .

III . 9 . Reaction_under_Deadline_Pressure_.

The problem, here, is to deal with time . In all methods I know, this fact is never handled and even never mentioned . But deadline pressure is a fact of life in the real world of software development. It can never be eliminated so that methods without speaking of time are usefull only for theoretical purposes. But if we want to give an answer to it we must learn to live with it . If people see that they will not have finish in time what will they do ? There are four answers and I will briefly explain each one .

III . 9 . 1 . Eliminating the deadline .

This is the first answer, but I think that is never used because once an organisation has done a planification of its activities it is not easy to change them . Moreover, how to do it without giving the impression that you have done no work enough or that you are not "usefull" . Then, nor the programmer nor the manager will accept this solution .

III . 9 . 2 . Not Completing all the work .

This is not to realize all promised functions . But the problem is to deal with the reactions of the user . If you are a society, you can not be able to do it without loosing bugers.

III . 9 . 3 . Not completing software engineering purposes .

That is the easiest solution because no one can see if all software engineering steps were accomplished . The only time when this should be seen is when the software is yet in use and at this time it is no more possible to do anything else than to maintain it even this increasing cost of maintainance is greater than if another solution was choosen .

III . 9 . 4 . Increasing the software team productivity .

There are no many ways in doing it and it is not possible to do it many time . The first idea is to increase the number of people working on the project . But as explained in the book of F. Brooks, "The Mythical Man-Month", it is often worse to do this action than to accept the delay .

The second idea is to convince the staff to work harder but if they are working yet at their maximum it is not possible .

The third idea is to force the staff to work much more hours than usually done . But this leads to two consequences: first there are extra hours that cost much more than a normal hour and that after short time they are tired and do not work more efficiently .

The last one is to acquire or develop tools that genuinely increase productivity but this involves a loss of time (which is yet too short) if developing it and a loss of money and time if acquiring it (+ training).

III . 10 . Why is the reaction, reducing software engineering efforts the most commonly used ?

I think that there are mainly four reasons in doing so. First we should mention the fact that the benefits of software engineering efforts are delayed and diffused . There are no means for measuring it precisely . Second, the decision can be made without knowing the consequences of this decision . If one has to inspect the coding but is late in his (her) own work, it is a normal reaction to first work on his (her) work before working for someone else . But this person should of course never say that he (she) has not read it . Then it is supposed to be done with all consequences that are involved. Third, the software engineering efforts are not seen until the software is used for a certain period of time . It is only when maintaining or debugging that these efforts can be appreciated . And fourth, the system fails to reward people for this software engineering efforts . Too often what is heard is keep on schedule but quite never keep on quality is heard .

III . 11 . Some concluding remarks .

As seen, we can establish that there are three principal ways of increasing software quality : Testing it systematically, debugging it whenever test has shown a bug but doing it carefully and maintaining which is much more error prone than creating new software . These of course are not independent each one from the others . They will be explained in the next part and their relation with my study will be explained .

Part 2 : Definition of the Problem and the Relations between the

Problem and the Software Engineering Purposes

I . Definition of the problem .

I . 1 . An informal definition .

The problem under study is to find a mechanism which should permits to handle dynamic interface . The reasons of this need is that once operating system are created they evolve . For instance, if one model in an old version (but yet supported) has many bugs and if in a new version these where corrected, it should be great if one would be able to change the faulty one without having to recompile and relink the whole .

What has to be done ? First, it has to be able to do the type checking between two modules which are externally compiled (not compiled in the same compile unit) . This is now quite never done . Second, it has to be able to handle a permitted difference between two parameter list . Of course, it must be able to distinguish between an erroneous call and a correct call with a different number of parameter (or different types) .

I . 2 . A formal definition .

Formally the problem can be describe as follow (using a Pascal-like syntax)

```
proc Y (P1 : T1; ..... Pn : Tn) ;
    .
    .
    .
end Y;
```

and the new procedure Y' which is intended to replace Y in the software :

```
proc Y' (P'1 : T'1; ..... P'm : T'm);
    .
    .
    .
end Y';
```


It must be pointed out at this point that the new types $T'_1 \dots T'_m$ have to satisfy definite constraints if we want old calls throughout the software remain valid. For example, if we replace `Add (X1 : real; X2 : real)` by `Add (X1 : int; X2 : int)` without changing or recompiling the module containing the old call. The new module will add without any care the two machine words (implementation of 32 bits machine word for both types real and int is assumed) adding both mantissa and exponent leading obviously to an invalid result.

There are three possibilities.

I . 2 . 1 . $m = n$

In this case the type checking will return an O.K. if all $T_i = T'_i$
 $\forall i : 1 \leq i \leq n$

This involves that a subrange is not seen as correct even if logically it would be possible to do it, but this adds the problem of seeing a subrange of a type as the type itself for the checking purpose.

The T_i and the types associated with the P_i which are the parameters. The type defines the correct value than the parameter can take.

I . 2 . 2 . $m > n$

1) $\forall i : 1 \leq i \leq n : T_i = T'_i$

This constraint is added in order to avoid the problem stated in the example. For illustration let consider : `Add (X1 : real; X2 : real)` to be replaced by `Add (X1 : real; X2 : real; X3 : int)`. It is obvious to see that it is not difficult to be sure that old call will continue to be valid.

2) $\exists i : 1 \leq i \leq n : T_i \neq T'_i$

This is more complex to handle. Indeed, let take the example above : `Add (X1 : real; X2 : real)` to be replaced by `Add (X1 : real; X2 : int; X3 : int)`. It is of course not so easy to see how to handle this with care in order to error that old call will remain valid. It is of course the responsibility of the people who replace the software to be sure that they are compatible. It is of course not possible ever at operating system level to see if they are compatible or not.

I . 2 . 3 . $m < n$

1) $\forall i : 1 \leq i \leq m : T_i = T'_i$

This is quite easy to handle when the $m + 1, \dots, n$ parameters need no more to be used because, for example, the hardware have changed.

Of course, when it is not the case, the responsibility of validating the old call is of the changer .

2) $\exists i \ 1 \leq i \leq m : T_i = T'_i$

This is not easy to handle, and , in all cases, the responsibility of the people who introduces the new module is complete . No systems can be responsible of a problem of this kind of compatibility .

I . 3 . Some remarks .

Here the way to handle this problem is not important, but it is important to see exactly in what the problem consist and from this to see what are the necessary responses in order to find solutions .

As seen, all is not done only by the computer, there is quite always part of responsibility of the user to respect the conditions in which this can be done .

Let us see now what are the relations between the solution of the study and the three main activities : Testing, Debugging and Maintaining .

II . Relation with Testing .

II . 1 . Introduction .

Why do I begin with testing ? Because, once you have finish to write something like specification, coding, ... you want to see if what you have done is correct before doing other thing or before you want to enter in deeper detail . For doing it, one of the more useful technic is testing it . But testing ? It is not an old technic ? Whenever you read a book about software, you will have the illusion of the no-necessity of program testing . In fact, in more or less all books, you will read that when you are written your system you have to write in the same time the correctness proof . Then if you are able to write the proof of the correctness of what you have done... Why should you test it ? And then you are reading written by some practician and you will discover that it is never possible to prove the total correctness of a system even an easy one . For more details see the book of Myer G. J. : "the Art of Software Testing" . In this book Myer writes : "Testing is the process of executing program(s) with the interest of finding errors starting with the Assemptor that the program(s) CONTAINS ERROR !" Said in another way : a bug free program is an abstract theoretical concept. From this point of view, a test case is successfull when finding a notyet discover error and not as in almost every day testing, the goal of test is to prove that than is no more bug . In fact, testing will NEVER prove the absence of bugs only can it prove their presence .

II . 2 . Definition .

Testing is one way (the other one is verification) of validation of software . Testing explores a large number of the possible exception historics of the system in order to fine as many not yet discovered error as possible . Therefore, one can define a good test case as one having high probability of detecting an as yet undiscovered error and a successfull test case as one detecting an as yet undiscovered error . Too often, when one is testing some part of software it is doing it with the idea to prove that the software tested is correct, instead to start with the idea that it is not .

II.3. In which context testing should be done?

The first part of this is to see what is a test case or a good test case. A necessary part of a test case is a definition of the expected output a result of this test case. Another part is the fact that a test case must be written for invalid and unexpected, as well as valid and expected, input conditions because examining a program to see if it does not do what it is supposed to do is only half of the battle. The other half is seeing whether the program does what it is not supposed to do. In other words, a test case has to establish that a program does what it is supposed to do but nothing more, if a program does more it is also an error. For these reasons, a program should never be tested by its programmer because too often, the programmer knows too much about his program and will not be able to create an effective test case because if he had already know what he test, he had already written the corresponding code. As modification of a program is error prove (more than writing a new one), we should never throw away test cases unless the total program have to be thrown away. Because after each modification we will have to retest all the software. An other principle should guide the decision of stopping testing the software estimating that no more error will be found with a acceptable economic price. This principle is the following; the probability of the existence of more error in a section of a program is proportional to the number of errors already found in that section. This can guide the decision of what test next. This principle is based upon a common experience of existing software when more or less 80% of bugs are in only 10% of code. Testing involves finding that an error exist not located it nor correct it, that is the role of debugging. Testing is also the only method for checking not the correctness of the program but checking that the specification corresponds to the requirements.

II.4. Different kind of test and the error they tend to find.

It seems to me that there are three level. The easiest one is the level where we are dealing only with one single module on program. The middle level is the level where we are dealing with

a complete software (this software can be seen as a logical unity from user point of view) . The last one is the level when we are dealing with the specification but this level is quite not a "computer job".

Of course, all these level are complementary and are based on different degree of abstraction . Indeed, at the first level, we are only dealing with the statements or set of statements . But there are no problem as synchronization or as mutual exclusion or as static interface (and of course as dynamic interface) . There are only three kind of actions : covering all statements, covering all possible decisions and of course all possible conditions (even when they are multiple conditions) . This is the basic test . This has to be done but it is not so difficult to prepare test cases for all possible inputs (correct or not) and compare the expected output with the real one . Once this level is estimated as correct, we go further and put together a set of these tested module in order to realize a useful software . This level is, from the point of view of this study, considered as the most important because it is the level where the problem of interfaces are. Indeed, you can consider that there are three kind of interfaces : one kind of interfaces is the user interfaces, another one is the interface between internal module of the software and the last one the interface between the software and its environment like operating systems available, tools available,

Here static test is no more enough . Indeed, here the time is playing a great part of the whole . We must than add the dynamic . The test cases are no mare playing with a module but with more than one . This is much more difficult because the way they are executed and the time at which they are executed and also the order in which they can be combined have also to be tested . That is once more impossible to test all possibilities but it seems that if the interfaces could be more precisely defined and checked much of the error will no more occur .

The last level is also not concerned by this study but is mentioned in order to give a complete overview of what testing involves . This level must deal with specifications . The problem is how to be sure

that they are correct . It is not enough to prove that they are consistent and complete because this does not ensure that they meet the users need what can be different of what the user says that he needs .

II . 5 . Relation between the interface problem and the difficulties in finding bugs today .

II . 5 . 1 .

As pointed before, most of bugs remain due to the interface problem (lack of checking) . The reasons or most reason I see to this, is that most of time the programs on modules are not written by the same developpers (or developpers team) . This involves communication problems . As my short experience has yet showed to me, if the interfaces are only explained by Assembler DSECT, with a few explanation about what is the reason for checking this function and what is the return code (or result) if something is not correct, this is not easy to communicate and of course this leads to ambiguities . This is often because there is no tool (or no easy tool) for insuring that the interface is seen the same way from user as designer point of view . Moreover, as the normal evolution is to go from Assembler language to higher order languages, it seems to me that describing interface as DSECTS is not a natural way of doing it (no many people will know Assembler) . Worse, due to the fact that a team has a deadline too short (lack of time!), what is quite always done (and in the practice, it is what I have seen!) is to offer the lesser that you can and if the users want more they have to tell it to you . This is not a reaction that will insure a good communication more insure that things are seen the same way . At the interface, you are also dealing with the worst practice : the shared data (common Fortran; ...) which are manipulated by both the user (caller) and the module (callee) and this can lead to many problems . An other bad practice is the possibility of using defaults and once again at the interface you must be sure that defaults are handled properly . This is of course an important point when dealing with modules written in different languages for any reason .

The aim of interface testing is the validation of the fact that the basic algorithms and routines are tried together correctly .

In order to achieve this aim, let see what the advantages that we will have when the dynamic interface problem is solved .

II . 5 . 2 . Bad parameter passing .

If we except strongly happed language as ADA and as PASCAL (are there any other ?), there are no check done, in order to see that what is expected by the caller is well what the caller sends . In most languages, no checks are done at this level nor at compilation, nor at like-time, nor at run-time . This has as consequences that the way of checking the parameter passing is correctly done does not exist or if it exist it must handled by human means what is so costly .

In response to this, we will search further how to do these checks .

II . 5 . 3 . Dynamic problem .

Even with a language like Pascal (as representing the calass of strongly typed languages), it is not possible to deal with subprogram call like I/O routines or easy arrays handling. For example, if we want to write a program for matrix inversion, we want of course to write one module to do it for different sized arrays . In Pascal, it is not possible because variables are to be declared before they are used and this involves that the arrays boundary are fixed . It should be very interesting if parametric typed arrays will be available (what is lesser than the dynamic interface problem) with a high degree of confidence . As standard Pascal does not permit the use of separated compiled programs and that is too restrictive, most Pascal compilers available permit it but at price that the interfaces are no more checked and than we can no more speak about strongly typed languages .

The response to this is to find a way for handling dynamic interface but without loosing the checking of parameters .

II . 5 . 4 . Evolution problem .

Whenever you want to test a new version of some modules, it should be an easier task if we would be able to put it in previsions version of the software and see how it runs (when we pass from on release to another there are no so many things that are changing and at least the basic function remain to be handled even if it is not handled the same way) . Of course, if for doing it, you must deal with the necessity of recompiling and relinking the whole software, it is not

possible to do it . Now, because of the problem of the lack of testing mechanism, there is no other safe way to do it . When the problem here under the study is overcome, it should permit to test a new module in two steps .

First step, the checking of the way the new module handle the common functions of the new and the old software . This should permit to check more or less 80% of the coding of the new module .

Second step, as it is done now, to check only the new functions but that is only testing 20% of the coding what is much more easy .

II . 5 . 5 . Integration problem .

Whenever a great software has to be changed, several people are working each one on one module or set of module . As said above, one should test its module in putting it in the old software, but it remains then the last part which is to put all modified modules together . Whenever a mistake is found in the interface it should be changed without having to recompile all other modules . Even when using Ada it is the case now .

As response, the solution will provide means to enforce interface security and interface flexibility .

II . 5 . 6 .

In order to test some module or set of modules, one must often write a lot of short programs to verify if the module(s) under test is (are) running correctly . Indeed, in order to simulate the different calls, we put a few typical input and compare when returning with the expected result . But often, the errors seems are done in this caller program and not in the tested one . If we were able to handle variable interface, it should be easier to handle this because these errors would be seen before running them and not at runtime .

II . 5 . 7 . Some concluding remarks .

As end of this chapter, I hope that I was able to convince the reader that testing is a mandatory activity and as it is needed and thus, realized, all solution that facilitate this activity should be encouraged .

As explained in this chapter, the most difficult bugs to find are bugs presence in the interfaces . And that is precisely the aims of this study : a help for handling interfaces in both ways flexibility and strictness .

III . Debugging .

III . 1 . Introduction .

Once a program (or a set of programs) is in testing phase and once some errors have been found, we have to locate them and afterwards to correct them . The problem of localizing bugs is not a trivial task . Indeed, once some mistakes are seen, the origin of the mistakes can be situated long before the error is signalized . When we have some luck, we have a crash (and a dump) . It is a lucky case because we can see the value of the variables and so on . In the case, where the results are incorrect . This is a more subtil situation because you have no traces of when is this incorrection come from you have no more values in the variables . Once the faulty statement(s) are detected they must be corrected . But doing this correction, we must be sure that we are not introducing new faulty situations. This is not easy because, most of the time, the "corrector" is not the developer and often any of the members of the development team is no more available and than if the documentation is not up to date (which is quite always the case), some decisions were taken without explaining why . As results from this fact, sometimes the debugging process has no termination . This fact was due to the "fantom" bugs that are bugs which appair from time to time . Another situation is when the bugs are localized but as their correction is so costly and as they do not appair too often, no correction is done .

After completion of the debugging process (with some corrections done), the software is once again given to the test team . Normally at the same time all documents and comments were also updated so that they are ready for eventually further use . Finally, the corrected software is given to the user (or only the correction to be done).

III . 2 . Definition .

In order to define what debugging consist in, I will first begin to give two ways of seeing the debugging process . For being sure that we agree with what I consider when speaking of debugging, I will give what actions constitute the different parts of the debugging process .

III . 2 . 1 . Theoretical definition .

The first way of seeing the debugging process is to see debugging as :

Debugging is a process of creating models of actual behaviour from the activity of a system and comparing these models of expected behaviour hold by implementers and users of the system .

This way of seeing involves at least that users' models was correctly understand by the implementers and also was correctly implemented (that is not easy when the system does not handle fully functions) . In practice, the users have no model and also too often their model are not understand and as consequences the implementers have not the same model and sometimes they implement another one . This is what often occurs because there is no tool to handle this . For explaining this, I will give only one point . When a user defines a model, to define it in his own technical jargon and the implementations are doing the same using compile jargon and this can lead as some words can used in several sense, to ambiguities .

These facts have convinced me that I should try to find an alternative definition . The following definition seems to me to have a more practical issue .

Debugging a program is performing queries and updates on a data base the contains program source informations as well as the state of the executing program .

As stated in this definition, this involves the fact that the debuggers need to a data base where all program informations are . This has as effect that debugging is not an activity without data base. What of course is not the case . Debugging process is always present whenever a bug is .

As none definition seems to be complete or precise enough, I will give all activities that the debugging process must perform . And in the following part, I will always threat debugging in term of these activities .

III . 2 . 2 . Activities involved by the debugging process .

There are three subtasks involved by the debugging process :
fault detection, localization and repair .

- 1) Fault detection : before testing, refers to the discovery of discrepancies between expected and observed program behavior. Indeed, when we write a program, we try to execute it . And there is only when it seems to run correctly that the program is passed to test team in order to test it widely and intensively .
- 2) Fault localization : That is the process of identifying when in the software (at which statement of which module) is the cause of the anomalous behaviour of the software . This process is often the most difficult one in case of large software or in case of intensively used module .
- 3) Fault repair : That involves the editing of the statements to eliminate discrepancies . That seems to be the easiest part, but in case of a bug in a very often used module, it is not so easy because the correction involves consequences in very different software . This has as consequences the birth of new bugs . Fault repair has to be done very carefully with full explanation of what was the origin of the bugs and how the repairing was done (even may be the name of the corrector) . All these informations will be of interest when maintaining or debugging again the software .

As behavioral research has shown, fault localization is the most difficult of these subtasks, painding imputers for researching methods to increase the tools efficiency .

As it will be shown further, it is also the place where dynamical interface with type checking will have a great influence in facilitate fault localization .

III . 3 . In which context should debugging done ?

III . 3 . 1 . Debugging environment .

Actually, debugging environment is often too poor . One reason of this is the fact that when anyone is starting to write some software, he has a great confidence in its ability to write it without bugs . For instance, during my practice, one has told me this story : "When all things seem to run without problem, there is always no reason for giving some money to people who are writing debugging aids for users as well as for developpers . But once there is a great problem then the team should be able to provide debugging tools in a very short time because of the deadline to be respected . What would be are seen done ? Something very easy, at the beginning of software design the necessity of debugging tools have to be inserted in the design . In summary, when constructing the original large software (moreover when operating systems or compilers), one needs to think about providing facilities that will enable anyone to provide debugging aids more easely . For more details, see in the annexe, the part reserved for (AID/AIDSYS) software . That software provides debugging aids but were not included in the design of the operating system in which these aids have hat to be included and the problems coming from this fact . Another challenge of debugging systems is that they should be so simple that their features should be learned in a few minutes, especially when these few minutes occur when the user is under stress and also should debugging tools be invoked more selectively (because, by instance, an expert does not need so many details as a "novice") . One should note that too often extra code is added for debugging aims but removed when running under common conditions . That will say that the debugged code is not the same as the running one what should be avoid . Once more, the manner in which parameters are passed needs to be considered . And also look at the interfaces if, by instance, there are modules written in different languages .

III . 3 . 2 . When is it complete .

Debugging process is complete because of two facts . The first one is the good case when fault was discovered and corrected and software seems to run none as it has to . The software needs now to return to

the test team . The other one is the bad case when fault was not localized (one tentative is to try and let see what happens, that is not a solution !). And therefore no repairing action was understak . The unlocalization will come from the fact that there is no time enough for doing it or because there is no information enough about how did the bug appear . The other part of this bad case is when the bug was localized but that the rewritten of part of software is so great that it is too costly . During my practice, I have heard of such well known bugs (infinite loop) but they know that the bug appeared not frequently and if one wants to correct it, all the kernel of the operating system should be rewritten ...

All these are the common environment of debugging process; even with new environment as ADA, LISP or so , these seems to be no improvement or so costly !

III. 4 . Different kind of debugging level and their consequences .

III . 4 . 1 . Handling one module written in low level languages .

This level is not often used today's because there are not many programs written in Assembler like language . For debugging purpose, you must deal only with dumps, traces or errors code . I can consider that it is not so difficult because when you are working at Assembler level, it has as consequence that you know quite very well the machine and also you are not concerned with default . It is also may be easy because as you are concerned with dumps and traces, you can see directly the statements assembled both at the screen in the dump and also in your listing . This of course is not the reality when writing in higher level languages . Normally, a module is not doing many tasks and there are no interactions with other program at this level, it is not so difficult .

III . 4 . 2 . Handling one module written in high level language .

This level is a little harder to handle, because if it is easier to write it and understand what it is supposed to do, it is more difficult to deal with dumps, defaults, ... Indeed, too often the dumps and traces do not handle symbols . This will say that when dealing with dumps, you are dealing with the Assembler expansion of what was the statement in a high level language . It is of course

not easy for people without assembler knowledge, to deal with this kind of tools . Many efforts have been done in finding adapted tools for handling this . Another way for handling this, is to do much efforts for preventing more bugs presence .

III . 4 . 3 . Handling a set of modules .

Here the difficulties added on the handling of interfaces and the handling of time .

III . 4 . 3 . 1 . Set of modules in high level language .

The possibility of cutting a large software is one way of having more facilities in solving a problem . At debugging level, as only one module is concerned, it is easy to handle because a module is quite short and the fault localization is easier . In order to see if we can only search in one module, one is concerned with verifying that all things were correct at beginning of the module . This needs the ability to be sure that the call was right (system call or user call, I take for this the IBM CMS/VM vision which treats always a program as subprogram of at least the system if it is a main one) . But now how can we sure that it is the situation is which we are ? Indeed, most of the languages even some recent (and presented as wonderful!) one as C does not check anything at run time and worse, they are not able to handle it at compile time . In other words, there are no checks done at any moment (behalve at design or specification time), in order to prove or to be sure that the call is correct . That will say that even if there is no problem found in the calling sequence, as it is never checked, the problem will only be found during the execution of the body of the program (by instance, the fact that there is some division by zero can be the result of not passing the expected parameter at the place where the module thought to find them, in this case the error discovered is the division by zero but the problem has as origin the fact of wrong parameter passing). When the problem stated in this work will be solved, check will be done at least at compiling level as it is in strongly typed languages . Then even if checks are done, the problem is not totally suppressed . Indeed, if one gives a correct value but wrong in the sense that not expected . But if this value has to be seen as error at check time, the error will be discovered at interface location and not after .

In this sense, if you will have, guarding the same example, a divide by zero value, you can be sure that at passing parameters time, it was correctly done and you have only to consider one module and not the module and its interaction with the other .

III . 4 . 3 . 2 . Complex module .

When dealing with a very complex module (either because realizing difficult functions either because it is very often used and in a lot of situations) . Traditionnaly, the debugging process is to analyse the module and once something that looks strange is seen one corrects it and try to see if that was really the symptoms of the problem seen when saying that an error was discovered . The more useful sentence in order to illustrate this is TRY and let see . What is of course often worse than analysing it in some systematic way . But the complexity with one has to deal is sometimes so great that no one sees a formal way to solve it .(Keeping on mind that there is always a deadline process) Now what difficulties are added ? I think that this kind of difficulties is the most difficult to handle because interfaces problem or interaction problems are not state problem. That will say that you have to deal with dynamic problem which can be far from the discovered bug . At crash time, you can see the problem, (by instance, dividing by zero) but why is this variable containing this value ? That is an other question very more difficult to establish . Than, at this time we must deal with interactions, here dumps are not very helpful, traces are more valuable, but traces are slow and once more, we are dealing with machine code and registers . If you will write it in a high level language and must deal with traces at this level, I think that we will not be able to solve anything . Therefore, was established symbolic traces but there are no tools in tracing directly high level language statement (that should involved a trace for every language!) . And then, finally, we come into the higher level debugging process . It is of course the worse handled level . We should write a large software using different language by instance, part in a high level language, part in Assembler and worse part in one high level language and other part in another (even another one is a third one, ...)

III . 4 . 4 . Concluding remarks .

These reflexions lead me to this conclusion : Nobody really knows what to do with bugs in complex system even if there is a number of ideas of systematic testing and by careful program structuring associated with some systematic view of the segmentation of a composite system into subparts and of the degree to which these subparts interact. Such segmentation would be interesting, we have none . It seems to me that they are the reasons why the idea of the theoretical EL DORADO of debugging (the idea of proving program correctness by formal mathematics methods) is still alive . Why is this only a dream ? First the general problem of proving algorithms equivalent . This problem is in the technical, mathematical sense unsolvable . This is bad enough, but still worse, the algorithm equivalence problem is unsolvable in a very strong sense . There does not exist any finite set of axioms from which proofs can be elaborated to cover all possible cases of algorithm equivalence . And worse in order for such assertion to be relatively decisive, the proofs to which one refers must be checked by a formal algorithmic mechanism and has to enter in an infinite loop . But in order to be not so pessimist, I have to say that all these research has lead to a number of valuable suggestions as structured programming, module and data design ideas and the concurrent processing and synchronization idea (see references for more details) . All these suggestions have lead to increase software quality but more has been done in order to eliminate the software crisis (if possible) .

III . 5 . Which part of debugging is the most difficult ? and their relations with this study .

It seems to me that the most difficult part of a debugging process, as said before, is to handle the debugging process with large and complex software . As often, these software are written with different languages, each language having its own convention of representation of variable, and of the interface communication .

III . 5 . 1 . Interface enforcement .

When the problem will be solved, you should be able first to see if all calls were done correctly . That is the fact that if any caller executes a call in a wrong way this call will be flagged before execution . That is quite easier to handle than the today situation where value are interpreted as correct without check . This, of course, gives you a easier way in detecting errors instead of having to deal with erroneous results .

III . 5 . 2 . Handling complex software .

If we want to replace a complex module (not complexity because of the environment but the coding complexity) with a lower complex module, for example, if we have found another algorithm for doing the same and suppose that the new algorithm does not require so many parameters. Now, how would you do it ? If it is replaced in an existing software, what will be the result at the interface and when called? Thus, you are loosing many advantages of finding a new solution . What I propose to do is to find a way of both checking the parameter list in order to verify the correspondance between parameters and giving a way of handling different number of parameters . Than, solving this kind of problem .

III . 5 . 3 . Handling large software .

If we want to realize a large software, it is a good idea to cut it in pieces (called module) . But the problem is that there is no means in order to see how to cut it correctly . Whenever a module is designed, there is a interface between it and the others . Then there are many interfaces and as seen, the interfaces are now not handle by computers (not enough nor easily) . This study should provide useful mechanism in both assuring that the interfaces are correctly handle by both part (caller and callee) . But a software is always evolving and what is often done is to add new modules or add some new functions to existing one . This actually involves recompiling and relinking of all the software concerned by this module . Then, when the solution is found, it will be possible to deal with this situation without having to recompile the whole .

III . 5 . 4 . Integration .

If we are dealing with integration of a set of modules, now we usually are confronted with the fact that the parameters passing mechanism is not safe enough in order to insure us that there is no problem . I mean by that, that if in PL/I, I pass a parameter declared as real in the caller and that the corresponding parameter is declared as integer in the callee . When executing the call the string of bits will be interpreted as integers representation, this will not lead to an error but to erroneous result . The problem is how to see that the erroneous results are coming from this ?

Once the problem is solved, this could no more occur . Indeed, at the moment the checks are done, this will have been flagged . Thus, whenever an error occurs, we are sure that this is not at interface level . This can help a lot because you can act as all modules are independant because all interfaces are correct or are flagged .

It is quite easier to handle module one after the other than having to handle the whole system and the interactions between modules .

III . 5 . 5 . Some concluding remarks .

1) As debugging process is not easy, it should be possible to add tools for helping the debugger whenever it is a debugging process . As these tools are very time and space consuming, it is not possible to let it always present in the system . It should be possible to convert the production environment into debugging environment . This should be easier if the flexibility of interfaces are great . Indeed, for having more debugging functions, we can have as solution to have different module (from the level of help given) . This of course should needs additionnal parameters for handling the new functions. At this time, it is only a dream but ...

2) The solution will than have as good effects to permit more security when we are using interfaces and also more flexibility . The only problem is to be sure that there exist an economical solution . Indeed, if the solution involves both time consuming and space consuming and moreover, the rewriting of many things, it is not a solution even if computers are becomming each time more powerfull .

IV . Maintainance.

IV . 1 . Introduction .

Maintainance is a part that always exist when some software has a working life of few month or more . Whenever one write some software and of course it is the fact for large and complex software, one has to think of the maintainance problem . Maintainance is the most costly activity in the all informatic activities . It is not easy to see what is exactly maintainance . In this introduction let say that maintainance consist in all activities that a software needs in order to be usable . This is presented at third position because some of the maintainance activities are constituted by debugging process and sometimes also by testing some extension of an existing software . That is also strange that all these three kinds of most software engineering activities are so interrelated . But each is situated in a different context, maintaining is more a managerial process which involves much knowledge of the all software and also knowledge of how dealing with the process of software extension or evaluation. But there is no formal or theoretical view of what should be done in order to improve further facilities for developping or extend the software . Maintainance have to deal with so different kind of knowledge as hardware knowledge because during the life cycle of a program especially when dealing with operating system the evolution of the hardware will also involve changes of software . Then, some people responsable of maintainance should have a multidisciplinary knowledge (economy - gestion- planning - informatic) And there is no such kind of study . Then often the maintainance will lead for a long time (as seeing from now) into problems because there is nobody really educated in order to accomplish this function . Moreover, maintainance is not often (if sometimes) considered at design time when the software is created . Indeed, as for debugging purposes, maintainance has to work on software which are very difficult because of some practice (as patching) . These practices are very bad both at debugging and at maintaining step and that is very strange because both debugging and maintaining are mandataray activities which come from the fact that a software exist and is not coming from any artificial need .

IV . 2 . Definition .

The definition of maintainance is quite simple but this definition implies many different kind of activities . Maintainance is the set of all activities needed in order to assure the viability of a software .

In order to have a more precise idea of in what consist the activities of maintainance I will define the most usual part of maintainance activities, I will divide maintainance activities in two parts. These part constituing all activities needed in order to adept the software of an evolued environment . The part required by extending the software in order to meet some new user's requirements .

In the first part, we will be concerned with debugging all not yet discovered errors so that the software will be corrected and then runnable . Another part, is adapting the software in the new environment . That is either the hardware has changed and this change needs to be adapted to software because without changing, the old software is no more able to run either the tools have changed (tools as compiler, operating systems,) . These changes have as consequences the modification of some interfaces or, sometimes, the modification of some module .

In the other part, we will be concerned with adding some new functions that were only useful at some privileged user . By instance, for AIDSYS, I was confronted with offering some functions that were not available for "normal" users but which were disponible for system developpers . This is also seen as a maintainance activity because otherwise users would not like to one or even worse will not use the software anymore . In the same kind of activities, there are some additional tools or some additional functions that should be added to a software because of debugging aid or any other tools like that . This is not the same kind of activities that are implied for developing new software because when you are writing some new software, we can start from nothing that yet exist but here we are restricted in his choice because what is added has to be compatible with the older use of this software . It is sometimes more difficult because some part which need to be modified can be very old and not so easy to

handle . If it not the case if the software was well written, that is easier to add a new part without having to write all parts but only some extra coding .

IV_.3_. In which context maintainance should be done ?

As pointed before, whenever we are concerned with maintaining some software, we are confronted with very many different kind of activities . First, any maintainer should know what was the aim when this software was designed . It is quite important because this kind of information can help in understanding some reason of unexpected coding . Indeed, sometimes after a more or less long time things have changed but the code still remains . After knowing the beginning point of the study of the software, it is very important to have a good documentation in order to see all changes in the aim of the software and why these changes occurred. This is important to understand why the software does what it actually does and also why the software takes this form . By instance, why it is cutted in the way it is . When all this can be obtained, what is often not possible because at some times no traces of changes are guarded for any reason (no space enough, not used,), we can see what was and is the global context of the software and can decide wether there is something to change in order to adapt it for futur use (sometimes code was done for small machines) . More many times space problem was a very heavy constrain. This constrain can have a very important effect on the style of the software . It seems a good practice to remove it when adapting it to some new environment . Once this history has been established, we have to understand very carefully the whole software and more important the interactions between all parts of the software . This is very important because that will enable any one to do any change with all the knowledge of what are the effects of this change . Indeed, in practice too often changes are made without knowing all these interactions . The result is that once the change is made, wrong comportement of the software is its consequences . And as I think, it is the maintainance team responsibility to maintain coding when all changes are made at source level instead of doing it at

object level (Patch) . Also all old code would be removed by the team in order to maintain all software parts proper and understandable . It is the reason why all side effects of programmer activity should be verified, at maintainance level, by the team in order to be sure that documentation was updated at the same time as sources was and also as object was if there is no way in practice to avoid patches . I should mention that if maintainance is so difficult to do, it is because all steps before from designing to coding was not done with the goal on mind to do it with all precautions and all features that will be needed further . Too often, maintainance has to be done upon misconceptionnal software at any level this misconception occurred . Maintainance should be a easier but very easier if all steps before were done carefully. These step starts with specifying and ends with coding through documenting . If specifications (and their evolution), coding style, comments and the environment (operating system, machine, ...) are clear and understandable, maintainance is no more a software lack .

IV . 4 . Different level of maintainance and their consequences .

There are several levels of maintainance . The lowest is the level of module maintainance . The middle one is the maintainance of one part of the software (by instance, AID - AIDSYS) . The highest is the level of a product maintainance . The lowest level is of course the easiest but it is not as trivial as one should think . In fact, if one needs to maintain a module or few modules, one needs to have somebody from which he can have all informations needed in order to do its work . Of cours, if it is only a repairing action, one can do his work without having to communicate with someone else but often one is not sure that the cause of the error is in its module or in the module of other maintainer . That is not an easy situation . If he needs to implement some more functions or to modify an existing one, of course, he must have a clear paper which describes what are the users's requirements . But as any one knows, even the clearest paper must be explained because there are always some obscur point . For doing it, he must communicate with other people, mostly the user who has asked this change and the responsable of the maintainance of the product . As the easiest level it is not so easy to handle .

The next level deals with maintaining part of the software . As a software is large or very large, it is cutted in several parts each one has its own responsible . At this level, the complexity of the work has increased a lot . Indeed, now a large part of a software has to be known and also the interaction of the modules that constitute part of this piece of software . Then, we have to deal with the interaction of this part and the others but also with the parts of his piece . Many time, also one has to deal his piece with others "under" him . We have then to work with computer but also with men . That is always a difficult thing . One dealing with that work, is confronted with the fact that his men changed and then he has to form another one . We have also to be sure that the work of the level spoken user is done correctly in such a way that it becomes not heavier to maintain in the future . That is an incredible more difficult work and as it is at a higher level it is often a level where quite no coding is done by him but much more administrative work . Sometimes also we have to see with the users if they agree with this part of software or if some changes are needed . If some changes are needed it is a responsibility to give this work to one of an crew .

The highest level is nothing more than the one described just above but dealing with a larger software and dealing with all users of the product . It is the reason why I will not enter in more details for this level .

In conclusion of this, I will say that at any level, work should be easier if software and its environment is clearly known and easy to modify in the sense that tools exist which are flexible but also are strict at use point of view .

IV . 5 . What are the most difficulties encountered when maintaining ? and why ?

As part of maintenance activities deals with debugging and testing, these difficulties were treated above in the correspondent section . The only activities treated here are the activities proper to maintenance activities and not referring to testing nor to debugging .

IV . 5 . 1 . Forward compatibility .

One must say start from the fact that the lack of forward compatibility is troublesome . This problem seems to be currently about the worst compared releases of packaged software generally . Here one insists on the fact that more flexibility is needed in order to be able to handle further releases of a software . One reason of this lack of flexibility is the fact that there is no easy means in order to change only one part of a module without having to consider all interactions with others (and if it is an operating system and that the module to be changed is called or should be called directly by instance, by SVC , there is no means in handling this module because it is not possible to see where it is called nor when . When the problem is solved even with this kind of call, flexibility will be increased without losing precision . Indeed, at this time, there is no means of insuring that call are done in a right way . Only for this reason, if it is possible to find a mechanism to enforce the checks during calling time it should yet be valuable . And here it is tried to find easy mechanism not only to insure this checking but also to insure flexible ways of grouping modules in order to have not a rigid construction .

IV . 5 . 2 . High level language .

With high level language and especially language of the fourth generation, module interfaces will become both explicitly and implicitly complex and extensives in such source code . This is a real point because as anyone who has programmed a lot knows it is quite always in the interfaces that problems often occur . This problem which I try to solve is at this interface level . Of course, the way it is handled here is not at a high theoretical level but at implementation level . It is not because theory is not important, but simple solution, even not complete, but usable in practice seems to be better than doing a good theoretical solution but too heavy in the sense that the means to be used in order to put this theory into practice too expensive . For this reason, the solution should be found, at compiled time or/and at link time or/and at operating system time (run time) .

IV . 5 . 3 . Tacit assumptions .

Default and tacit assumption are troublesome in maintainance and especially when this occurs with the interface. The searched solution will not accept default during calling handling . The solution is to check wether there is a correspondance between what is given by the caller and what is expected by the caller . These checks do not permit to have default but should ask for explicit information and if it is not the case, this will lead to flag the software . Then what it is looked for is a mechanism which gives more flexibility in the way modules can interact but also enforcing the links between the modules or it is decided which one has to be used with others . This flexibility will also enforce the use of short program because it enforces the maniability of their interfaces .

IV . 5 . 4 . Concluding remarks .

In conclusion of the whole chapter, I can say that whenever problems are situated at interface or interaction or information passing between module, the solution of the problem stated here will increase a lot both flexibility and precision . That is the reason why even if not all cases are handled these which are handled are valuable enough to justify all the time what were spint during this work .

Part 3 : Theoretical Purposes .

I . Introduction .

Once the problem is seen and established (as it is !), we have to see what are the different parts that constitutes the problem . I will divide it in two main parts . The type checking problem and the handling of variable parameter list .

I . 1 . Type checking problem .

At present, indeed, no many languages are handling this check . I will deal with ADA and Pascal as representing the languages that are doing the type checking . They are not alone but, for example PL/I, the checking is done only if there are internal procedure . If there are external procedure, then, no checks are done . If we take another language, like CLU, the solution taken by CLU is quite the same than the solution taken by ADA . Indeed, CLU takes a library of description units and a compiler environment . With these tools, it is possible in a certain measure to modify the interfaces because this is handled by the compiler environment. For more details, see the CLU Reference Manual by B. Liskov and all, edited by Springer Verlag (1981) .

What I mean by type checking, is the check of the correspondance between the parameters list defined in the caller program and the called program . This correspondance must be verified to be biunivocal .

I . 2 . Variable parameter list .

Once the check is handled and there are no more problem with it, it remains to find a way of handle the same problem with less constraints. This is the fact that we must find a solution of handling parameter lists that have no more a so strict correspondance without leasing the advantages of doing the check .

II . Analysis of the possibilities of when doing the checks .

In the litterature, there are mainly two periods during which this can be done . Personally, I will suggest another possibility which seems to me a more interressant time to do it . As I will show the problem will always be constituted by the description of types and the handling of these descriptions . There are then three possibilities : At compile time, at run-time and at link time .

II . 1 . At compile time .

Duting compilation, the compiler has to handle all variables and their types . It is quite always done in a table . The problem is that we can not use this table because this table contains too much informations . It is then quite a n normal thing that the first idea in solving the problem is to do it during compilation .

What that means is that we must find a way of putting the only useful part of these table somewere in order to use it after . This will, then, resolved great part of problem but it still remains that if we have the informations, how will we use these ? Indeed, when we encounter a call, we put all information about the call somewhere but how will we be able to decide if the call is correct or not ? For dealing with that, I will divide this in three part : ordered compiling, semi-ordered compiling and unordered compiling .

II . 1 . 1 . Ordered compiling .

In these case, the compiler will look at the data base in order to see if there exist a solution in the data base, with as key the name of the call . If there exist nothing(no modes) in the data base that meets the call under examination then the compiler can decides that the call is not correct . What actions the compiler takes afterwards is not an aim and is the responsability of the compiler design .

If the compiler finds a mode which handle the description of the type of each parameter of the call, he can decide that the call is resolved . Of course, this means that there is no problem if it is compiled with the same compiler version or same compiler . If it is not the case, we must find a way in which the types descriptions should take a standard form . This form should then be defined as

possibly handled by all different compilers . This, of course, does not mean that they are dealing the same implementations of the types but only that they deal the same representation of the type .

It is called ordered compiling because we must start with compiling program that do not have any call in it but what are called . This force you to work in a bathone up way what is not actually what is usually done . Indeed, todays methods are more top-down . This of course is not a good way of salving the problem to force to realize the software at logical level in a top-down way and then to be forced to realize it in a bathone up manner .

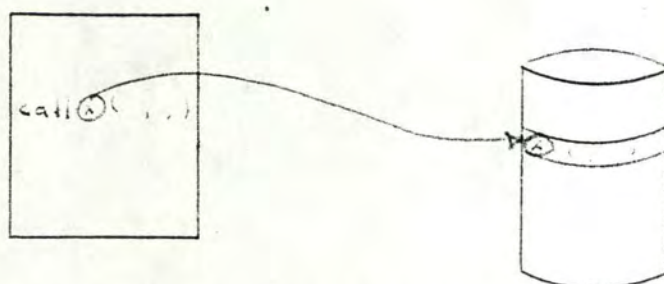
II . 1 . 2 . Semi-ordered compiling .

In response of this critic, we can mention another way of solving the ordering problem . This is the solution taken by ADA . Indeed, in ADA, you must declared and defines all the interfaces . Once these interfaces are compiled, you can use abstractions what are defined at the interface level and the way they are implemented has no importance nor the in order . In fact, when the compiler must compile a body (implementation), it can refer for solving the call, to the definition of the call which is defined in the interface .

For example, in ADA, it is done as follow :

- There are three kind of things :
- 1) the utilisation
 - 2) the description , what
 - 3) the implementation

happens when compiling :



Data base of the
description and
with more details .

As all interfaces must be know, before that something else can be compiled, whenever it encounters a call, it takes the name of the call and as this name serves also as identifier, it tries to find

the description of this object . Two things can happen . If the description match what it is used in the call, then it is correct and we can continue the compilation . If the description does not match, it looks further in order to be able to handle the overloading . If none matches, then we can sure that an error is detected . The reaction of the compiler is not own purpose .

This has, as effect, that we must not write the modules in a bathon up way . This solved than the type checking problem but with a price, the obligation of having a data base . This data base must be used very often, as we know, it is not easy to manage such kind of data base when many changes are done . There is also, as consequences, a time consuming as a space consumming quite big with this solution .

II . 1 . 3 . Unordered compiling .

If we do not want to have such restriction of ordering the way in which module have to be compiled nor having to writ all interfaces (it is may be not a good practice but you do not deal only with system that contain a way of handling a data base so easily) . But, if you want to do the checks, you can only work with fils but this involves the following problems :

Whenever the compiler has to compile a call, it can not see wether it is a wrong call or a right call . Indeed, if there is nothing that meet the call definition, this can not involve that it is a wrong call . In reality, may be, the called module is only not compiled . We see directly what this means, how or when is it possible to decide wether it is a wrong call or a right call .

One solution to solve that is whenever a program is compiled, to look at it and see if this program under compilation is giving a solution to a call not yet resolved . This has as consequences that all unsolved call sequence must be guarded totally in memory . Suppose that these descriptions of interface not yet resolved are put in a library .

Once a program is compiled, its description must be put in the library and it must be search through the whole library in order to see if this description are meeting an unresolved externa^l of another program . Its description must be guarded because no one

knows if afterwards then will not be other program to be compiled and which calls this one .

Once a call seems to meet both description and name of the call, then and only then the check can be done . But, how to decide what actions must be taken . Because, if we accept the fact that the verifications can be done after compilation, the error will be known only when the caller is compiled . The error is then from caller part of the all calls . And now, which one must be advised that the error is in its coding ?

It seems to me, that as showned, in all cases if we want to execute the checking at compilation time, we must force the users to conforme them selves to an ordering of compiling (ordered or semi-ordered) . The unordered solution needs to exploit too much informations and not useful in practice (see fig 1) .

II . 2 . At run time .

Here, we must handle the type description but without having any possibilities to refer to symbolic definition . Indeed, at run time we must only interested in strings of bits (0 or 1) . This forces the compilers to find a way of describing the types expressed only with 0's or 1's . And also in a way such that there are no more ambiguities otherwise it is easier to do no checking at all .

As type definition can be very complex and can be combined in a "infinite" way, we can not have such a description . For example, if the parameter type is an array or a record we can have :

Type

T2 = (DO, RE, MI, FA, SOL)

T1 : set of T2

end ;

A : array [1 ... 30] of T1

The array can be represented as :



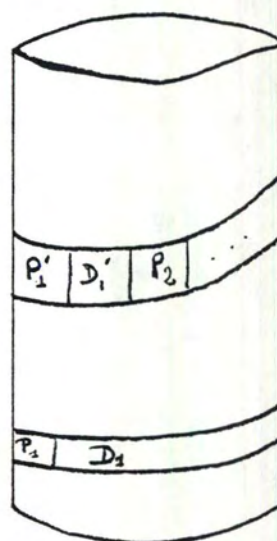
because array do not permit different kind of elements

$P_2 :$ $\left[\begin{array}{l} \vdots \\ \text{call } P_1 (, ,) \\ \vdots \end{array} \right]$

$P_3 :$ $\left[\begin{array}{l} \vdots \\ \text{call } P_1 (, ,) \\ \vdots \end{array} \right]$

$P_1 :$ $\left[\begin{array}{l} \vdots \\ \vdots \\ \vdots \end{array} \right]$

Library



- We must talk about the problem of consistencies of the library .
Indeed, if P_1 is compiled, its description is set in the library .
If we have a call from P_2 that meets this description and a call
from P_3 that does not meet it . If we say that P_1 description
(P_1, D_1) is the normal way of calling it . Then we can decide
that the call of P_3 is wrong . If we have not yet compiled P_1 ,
we don't have its description . Thus we can not decide wether
 P_2 or P_3 call is wrong . When we compile P_1 , we can check through

whole library the descriptions . In doing it we can see that P1 description described by P2 is met by the P1 description handling now . But, when can we decide that P3 is wrong ? It is also possible that P1 has no correct interface, than P3 can be right and P2 wrong and P1 also . Once one solution is found, for example, P3 call is wrong we must taken a decision, we must handle different description of the same thing .

- If we accept (and for large system we must accept it!) that some modules have the same name (same entry point name). We can see to what problem we arrive . During the check, we can say that the first encountered is the good one, or if it does not meet the descriptions for the first, we must pass to the second, and so on . And after all, we can not decide the wrong case because may be afterwards, the correct P1 will be compiled . This leads to unmaintainable solution .
- When deleting a module or replacing an old one by a new one , what must be done ? How can we sure that all programs referencing this module are advised ?

For records we can have such description :

```

Type
    T1 = record
        A : array [1 ... 10] of real
        B : Integer
        C : real
        .
        .
        .
    end ;
var
    T1 ;

```

The record can be represented as :



We can directly see how difficult it is to define, in a manner such that this leads never the ambiguities, all possible types only with string of bytes .

In order to show the difference of complexity between compile time and run time, let us see it, with an example (fig 2 & fig 3).

In fig 2, we can see that we must not handle the description of the parameter . Indeed, during the compilation, the compilers must handle the declarations and for doing it, they put the variables declaration in tables . The real way of doing it, is not an purpose but, let say, that the compiler put all variables of the same type in one table (it is not the case, but it simplifies the explanation without changing the nature of the mechanism) . Thus when compiling the subprogram, it checks whether the parameter definition is well of the same type (integer in the example of fig 2) . It can do it because it has the description within a table of one type and can see if it finds the same symbol in the table or not . If not an error is found .

In fig 3, we must not only handle one table of parameter, but two table of parameters and their corresponding type description . Indeed, one was constructed during the compilation of the caller program and the other one was constructed during the compilation

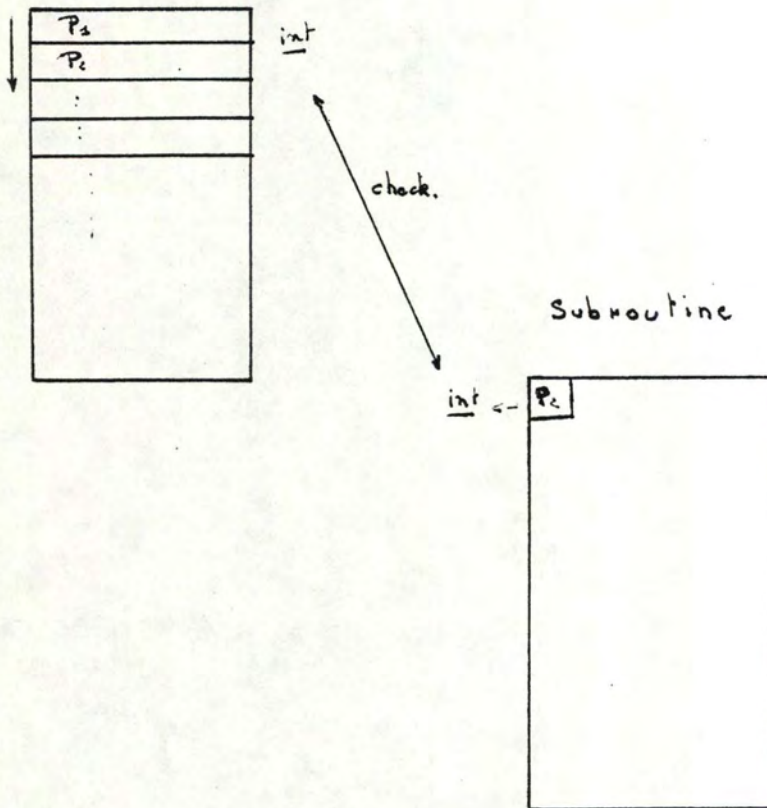
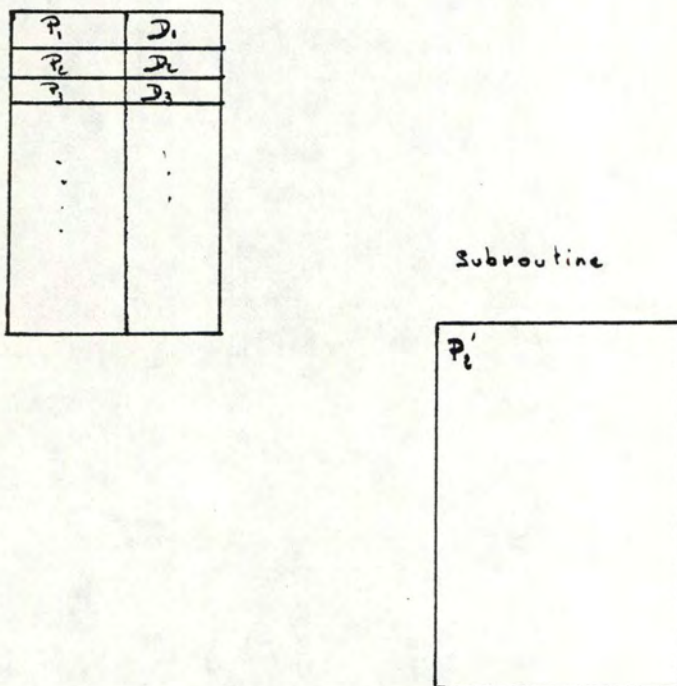


fig. 3.



P_1	D_1
P_2	D_2
P_3	D_3
\vdots	\vdots

of its subprogram . What must be done here is to prove that the description of the type of each parameter are equal . If we use some formal way of saying it using the notation of fig 3, we can say that what we must prove is :

$$\forall i, i \in [1, n] \quad \begin{array}{ll} D_i = D'_i & \text{when } n \text{ is the number of} \\ \text{and} & \text{parameter of the caller} \\ n = n' & \text{parameter list and } n' \text{ is} \\ & \text{the number of parameter} \\ & \text{of the called parameter} \\ & \text{list .} \end{array}$$

Saying it by this way, shows the real problem which is to what point we must have a description D_i such that we must be able to prove that $D_i = D'_i$ and at the same time we must be sure that it is not possible to prove that $D_i = D''_i$ when $D'_i \neq D''_i$. This means that we must have an unambigues representation of type declaration .

Of course, if, for doing it, we must copy the whole description, as it is in the source text, and put it in the parameter list description table, we will have a serious problem of response time . Indeed, let try to see how much overhead this cost . Whenever a call must be performed (calling a system function, a standard module, or other module) what is very often done, if not always, we must check the correspondance of the type . This involves the fact that we must compare pieces to pieces the description of the formal parameter and the actual one . This creates the need of may be lot of space for putting this table in central memory and a lot of time for doing the checks . As the type declaration, for example in Pascal, can be very complex as records of records, this can consume so much time that whenever you want to execute a program, before having a response you can go away to drink some cup of coffee (or tea if wished) . This is a price that none of conceper will accept to pay .

An other example to show that even if the problem state before is solved, there remain some other problem :

fig 4

<u>caller program</u>	<u>callee program</u>
Type	Type
T1 = Integer	T2 = Integer
end ;	end ;
var	var
A : array [1 ... 10] of T1	B : array [1 ... 10] of T2
.	.
.	.
.	.
call subprogram (A, ...)	B [5] := A [5]
.	.
.	.
.	.
end ;	

I have taken integer in order to simplify the example . It should be user defined type declaration instead of integer . That would complicate even more this example .

How can we find a way of describing the type of A in such a way that we can decide whether the type of A is the same then the type of B ? Of course, as we can see normally, the decision should be yes ; they are equivalent . We must think that we are at compile time, and we have only descriptions and their descriptions are not the same because A is an array of type T1 and B an array of type T2 .

This short and quite simple example shows that the problem of doing the type checking during the routines involves a so costly and complex solution that I will not further continue to speak of it . Because if we are not able (or not in economical way) to handle the type checking, how can we solve the problem much more complex of handling the dynamic interface .

II . 3 . At link time .

Before trying to explain what happens at link time, I will first show what a link edit actually do. This is the IBM implementation, but, all link edit perform the same functions even if they do not accomplish these the same way .

II . 3 . 1 . What is a link editor .

The linkage editor takes the output of the compiler and prepare your program for execution . The output of the linkage editor is executable by the computer . The linkage editor can combine your program with other object and load modules to produce a single load module . It stores your program in a load module library . These load modules can be read into the computer and given control .

The output of the compiler contains these kind of "cards" : the ESD (external symbol dictionary), the TXT (text = statements compiled or Assembled) and the RLD (relocation dictionary) .

In this study, we are only concerned by the external symbol dictionary when all information of the calls and external variable are put. (It describes the control sections and external symbols defined in the module, it helps you find references between modules in a multi modules program .)

For seeing an example of an ESD see fig 10

For seeing an example of a link editor, see fig 11 .

II . 3 . 2 . Introduction .

I have thought that this will be a possible place for doing checks (even if it is never talk about) . Why has this come to my mind ? Well, after link time normally, you do no more compilation . This leads me to the idea that it will simplify the problem of ordering the compilation . Also you do not so often a link operation as a compilation of a program (in theory, this can be discussed but in practice not) . Then if the cost of doing the check at link time is more or less the same than doing it at compilation, it will better to do it at link time . Let us then see what involves the fact that we will do the type checking at link time .

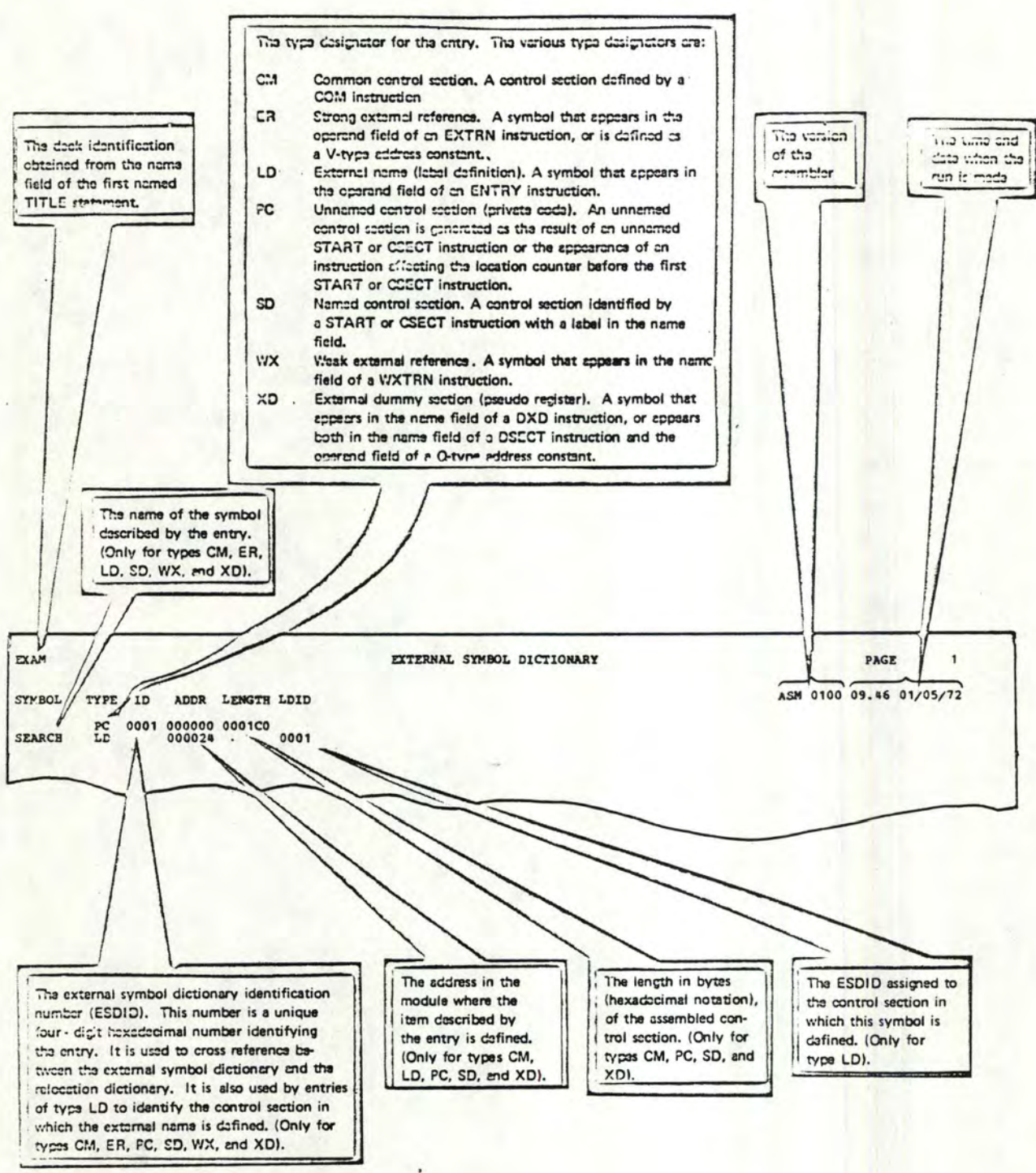


Figure 10. External Symbol Dictionary

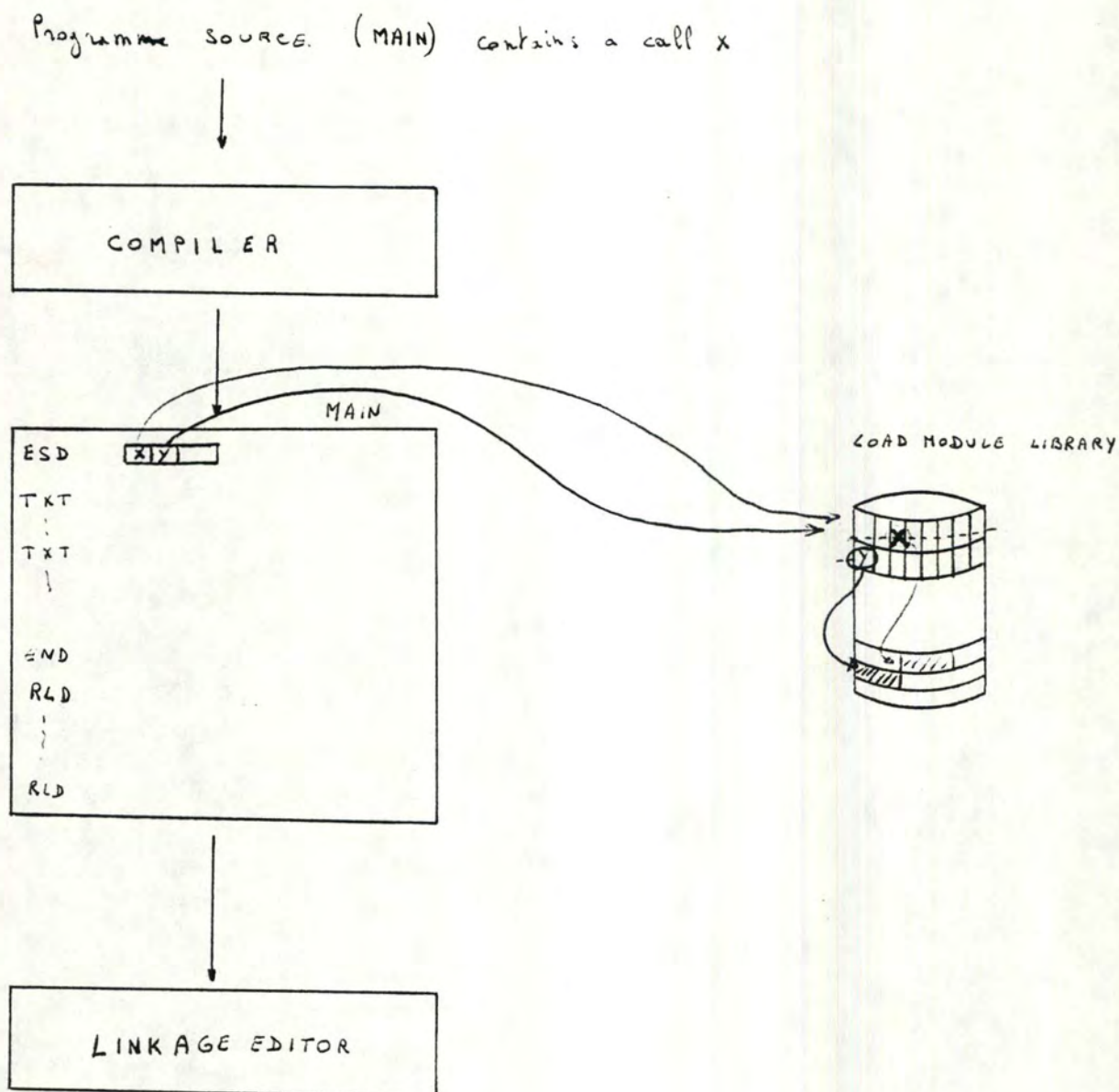


Fig 11.

During the link editor, the linkage editor tries to resolve all unresolved symbol that are in the ESD card(s) . If it can not do it, it gives an error message . But it must also try to resolve all relocatable problem (calculation of adresses, put the lenght of first module to the start adress of the following one,) . After link editing, you have an executable module when all things are defined and adressed .

II . 3 . 3 . Needs for type checking at link time .

II . 3 . 3 . 1 . What is expected from the compiler ?

Of course, as the link time never see what are the TXT cards, it can not see what are the call or when they occur . This involves the fact that the compiler has to give some additional information that it does not yet give today .

The compiler is expected to put the type description of the variable (as it does put it in a table for its own purposes) somewhere . This is the compiler will put the type description both in a table as it does it yet and in a file of unresolved external references .

That means that whenever the compilers finds a call, it put the call description in this place . The call description can be sure as name (program name or entry point), and as attribute (parameter list with their type description) . These informations are the only ones to be kept . Once the compiler has done its work, the compiler store this table in a file which will be used by the linkage editor when all parts of necessary information for type checking purposes and for number of parameter checking purposes are . This way of working can permit overloading as the compiler does (of course, if it does not, it is not possible) .

II . 3 . 3 . 2 . How to use these informations ?

When the linkage editor is invoked, it look for the ESD of the main program and try to search through the file in order to see if there is an entry with the name of the ESD under execution . There are now three situations . First one and easiest one, it can not find any matching description within the file with its entry point name . Then the result is saying that an error has occurred (we will see in part III, how this can be done in practice but also what precision can the error message have) . Second one, it find in the file the description associated to this entry point name and the problem is now to see if its associated description match the description of the ESD under checking . (This is to see if all parameters have the same type and if their number are equal) . If the correspondance between the description can be established then we can go further to see if another call has to be resolved . The third is the same of the previous one but here we can not establish the

correspondance between the descriptions . If we permit overloading we go further in order to see if we find any that match and we are in the situation described before or we can not find any and we have an error . Of course, if we do not permit overloading, if we find a distinct description associated with the same entry point name, we can yet decide that we have found an error .

Of course, as we are only dealing with theoretical purposes, I do not give any solution because this will lead me to give implementation detail .

II . 4 . Comparing the different acceptable solution : at semi-ordered or ordered compile time and at link time .

II . 4 . 1 . Modifications involved .

II . 4 . 1 . 1 . At compile time .

We must modify the compiler but we must not change any thing from logical point of view . I can say that the only thing to be change is the fact that the compiler can not delete the table of description of the variable type, but it must put the externals one somewhere in a file . This should not require to modify too much the existing coding .

We must of course add the check ability to the compiler . This involves to change the handling of calls, when we must check what is found and what is expected to found . This means that the compiler knows when these interfaces descriptions are and that it can access them this ability is the most heavy modification .

We must also have a possibility of defining the interfaces in such a way that the compiler is able to use it .

II . 4 . 1 . 2 . At link time .

We must modify the compiler in such a way that the information, the compiler put in a table must be put in a file in such a way that the checking can be done . This does not involve to modify the logic of compiler .

We must modify the linkage editor in such a way that it can do the type checking . This does also not involve the modification

of the logic of the linkage editor but only to add a new module which will accomplish these functions .

And we will, may be, have to do other changes (see implementation) at the operating system level .

II . 4 . 2 . Constraints involved by the type checking .

II . 4 . 2 . 1 . At compile time .

As said before, for doing it at compile time we must introduce an order in which the module must be compiled . For example, ADA forces the user to compile all interfaces before to begin to compile a body . Worse, it is not said precisely, at least in the ADA reference book, what a modification of an interface involves . In fact, it seems that for handling it for packages we are in a semi-ordered solution and if not we must recompile the whole . This is because whenever we modify the interface we will not be able to determine precisely what was their interfaces on the whole software .

II . 4 . 2 . 2 . At link time .

It seems that here we have no constraints at user point of view . Only the system must handle file for access and consistancy but it is done yet now .

II . 4 . 3 . Advantages of each method.

II . 4 . 3 . 1 . At compile time .

We must say that this solution involves no too much modification and this modification is situated only in the compilers .

We can see the obligation of defining the interfaces first as an advantage . Indeed, this will forces the designers to begin with defining the interfaces so precisely that they would not evolve .

We can see that the handling of the solution is simple . Indeed, the interfaces are defined, when a call is encounter, it takes this description and look to the corresponding interface definition to see if the definition of the interface and its instantiation is the same .

II . 4 . 3 . 2 . At link time .

We must say that doing it at link time involves only the cost of the check only when the programmers have no more error at compile time . This means that the cost of the check is only to be paid once during the link and neither when compiling nor when executing

the software .

We can see that there is no obligation of when compiling the different part of the software . This involves a greater flexibility .

We can see that the error message here will be very precise because the linkage editor does not yet handle so many error message and because we know what type of error we can deal with .

This will not force the system to have a great management of files (or, as ADA, the handling of a data base with all problem of consistency .)

II . 4 . 4 Conclusion .

I prefer the link solution because it is not the practice, in most cases today, to define precisely all the interfaces before going to begin to code . Indeed, whenever some modules are defined, we can begin to design them . At compile time, this will no more be possible, because it is expected to have all the interfaces defined . Moreover, whenever an interface have to change we must recompile a lot of modules .

Another advantage is the ability of having a more flexible reaction . Indeed, if the checking at compile time can be sure as good when using the modern methodologies of programming development, it is no good if these methodologies are not used what is often the case today leading to loose the practical interest of this solution .

As compiling is done more often than linking, the cost of doing the check at compile time is more costly from time consuming point of view . Moreover, if the type checking must be done for different languages we must modify all compilers for the whole modification when there often exist only a linkage editor .

The precision of the error message can be greater at link time because there are not so much possibility of different kind of errors comparing with the great number of possibilities when compiling . This should have a major advantage for maintenance and debugging .

When seeing the implementation, we will that the modifications involved by doing the type checking at link time instead of doing it at compile time, are not great and often can reused what is yet used without modification .

III . How to handle variable parameter list .

III . 1 . Introduction .

As for type checking, these are three moments during which this can be handled . The problem here is to find a good way for doing it without having to use switches or other means like that . In the same time, this handling should not be visible by the users . From logical point of view, this can be handled at the same time when dealing with type checking . It seems obvious that in production environment this can not be used often, but in development environment well . I will no more consider the run time nor the unordered compile time for handling this because yet for handling type checking they are not useful .

III . 2 . At compile time .

III . 2 . 1 . Ordered and semi-ordered .

We must do it in such a way that the type checking can be done and such a way that it would be possible to handle variable parameter list . We must then find an "extended type" such that $D_i = D_i' \vee i$ but when some D_i have a special type .

On logical means of doing this is to say somewhere that the old interface is no more valid but that the new one has to be used . This means that the compiler can do the checks with the old interface definition and description but will execute the program with the new one .

This of course can not assure the user of the module that the old call and the new one is compatible . Indeed, there is no way nor mechanism for doing it without man responsibility . Thus, I have to recognize that no full automated solution is found . I will let to the conceptor of the module that he (she) replaces responsibility of the compatibility between the old and the new call . It is not possible to let to the compiler or to the system the responsibility of checking all possible changes that have to be done in order to insure this compatibility, there are too many possibilities . But, the compiler or the system have to provide him (her) with a mechanism that will give him (her) the possibility of checking which call

it is confronted to .

I will treat this as a special case of overloading but in a transparent manner . I mean that the user must not see any of this kind of changes .

The problem is how to do for maintaining the consistence of the data base . Indeed, how can we deal with such situations that some records in the data base are flagged but can not be deleted . Moreover, the logical description will not cover what is actually done . Whenever an error is discovered at run time, for example, how can the user deal with such a situation where the code executed is not the code that the user knows . What at debugging time ?

Personally I do not like this solution, because this involves the introduction of such illogicality . This is not safe and will perhaps conduce to a worst situation then not handling this .

Of course, it is possible to check only the corresponding parameters and not checking the other types .

$$\begin{array}{ll} \text{if } n < m & \text{then } \forall i, 1 \leq i \leq n \quad D_i = D'_i \\ \text{if } n > m & \text{then } \forall i, 1 \leq i \leq m \quad D_i = D'_i \end{array}$$

$$\left. \begin{array}{l} \text{for the } i > n \text{ in the first case} \\ i > m \text{ in the second case} \end{array} \right\} \begin{array}{l} \text{the other descriptions are} \\ \text{not checked .} \end{array}$$

III . 2 . 2 . Partial conclusion .

There is no mean of handling this without giving some responsibility to the conception of the replacing module .

There is also a problem of preserving the data base integrity .

III . 3 . At link time .

III . 3 . 1 . Introduction .

As mentioned at the formal definition of the problem, we have restricted us with the situation where all common part between formal and actual parameter must have the same description .

The reason why I have taken such restriction is because we must first have to accomplish the type checking (and it is yet no easy)

and after we must relax the constraints . This means that if we want to introduce fully the ability of dynamic interfaces, we must have to do no more checking . Indeed, how can a system decide in next situation :

call P(A, B, C)	Proc P(A", B")
.	
.	
.	
call P(A', D', E')	

If we say that we can link the modules together, how can we decide that the first call is correct and the second one contains an error . The only way, of knowing it, is when the programmer have interchange the old module with the new one . he (she) is responsable of the compatibility between the interfaces .

After all, what I have done is to force the interfaces to be checked precisely and if we want to relax too much constraints, we must no more be able to perform the checks .

III . 3 . 2 . Trouble of handling full dynamic interface ability .

For debugging purposes, it is also not so good that one can be able to replace an old module without advise . Indeed, if there is a dump, how can the user manage such situation .

There is also problem for preventing the use of parameter that does not exist when performing the old call . For example,

- 1) if the new program module is such that it needs give parameters, and if we must deal with such program :

Proc P (P₁, P₂, P₃, P₄, P₅)

Y = f(a,b) + (.....) * P₅

end .

If we must perform the old call, what can happen ? The P_5 has not receive any value . It will then have the value contained by the following bits of P_4 . This of course can lead to many trouble . We must remember that the old call performed does not know that the module have changed . He can thus have strings effect due to the change . I do not see any solution for this if we want the system to take account of this .

- 2) if the new program is only adding one function in a case, we have no problem in fact we will never perform the case of the new function .

<u>old</u>	<u>new</u>
Proc P($P_1, \dots P_4$)	Proc P($P_1, \dots P_5$)
case of P_1	case of P_1
case of P_2	case of P_2
case of P_3	case of P_3
case of P_4	case of P_4
	case of P_5
end case;	end case;
end P;	end P;

This of course is the good case but one reflexion comes directly to mu mind : Why adding this new function to the module instead of doing a new module with this function ?

III . 4 . Some partial conclusion .

I have decide that such situation can not fully be accomplish by the system at least not easily nor economically . For instance, the PLIOPT which in the PL/I compiler optimiser which can handle a part of such situation but at cost of 64 passes (not the whole program is examined but some part of coding) .

But, I must provide at least some mechanism for helping the designers or programmers for handling such situation . This mechanism

should provide a way of testing whether the parameter is present or not .
If it is present, it is tested . But, it is the responsibility of
the programmer to use it or to write his (her) coding keeping in mind
the fact that it can be called with an old interface .

This will lead to such situation :

1) I use once again the example 1 in the previous section .

Proc P(P₁, P₅)

Proc P(P₁, P₅)

$Y = f(a,b) + (\dots) \times P_5$ becomes $Y P_5$ then $z = (\dots) \times P_5$
else $z = 0$

$Y = f(a,b) + z$

end;

end;

2) Another kind of solution is :

Proc P (P₁, P₅)

if is present (P₅) then

else

end;

The practical way of doing this will be mentioned briefly in
the next part . But we can see that we are able to provide some
help but we do not have a full practical mean to solve the dynamic
interface fully .

III . 5 . Conclusion .

After many readings, after many meetings with people who are
working in different society, I become to doubt of the necessity
or the interest of solving such problem . In all cases, the problem
of testing the interfaces is solved . We are now able to verify the
correspondance of the definition between formal and actual parameters .

Another thing is that, if we permit the use of such ability, who
are the people that can use such facility . If we do not force only

the people who needs it to use it, we have loose our aim . We must then once again give the responsability of doing this to some one . Indeed, if untrained people use this, th's will involve a worse situation than it is today where no checking is done for external procedure .

On advantage of not solving the whole is the fact that when a software is designed the coherence between modules will be enforced without human intervention .

I will then say that the partial solution we give is the best "compromis" between having a reliable system, a system usefull in practice (not too slow nor too space consumming) and a flexible system .

Part 4 : Implementation of a solution .

I . Type-checking implementation .

I . 1 . Description of type .

I . 1 . 1 . First possibility .

We can decide that we do not offer the handling of predefined type . This will say that we are only confronted with types like Integer, real, array and so on .

This solution is too restrictive because most languages offer more ability for type handling . We will not want to restrict the type definition ability .

Moreover, this will not solve the problem of handling records within which different name occur .

For instance,

$t_1 = \text{array } [1 \dots 10] \text{ of integer}$	$t_2 = \text{array } [1 \dots 10] \text{ of integer}$
$t_2 = \text{integer}$	$t_3 = \text{integer}$
$r_1 = \text{record } \begin{cases} i_1 : t_1 \\ i_2 : t_2 \end{cases}$	$r_3 = \text{record } \begin{cases} \text{info 1} : t_2 \\ \text{info 2} : t_3 \end{cases}$
end ;	end ;

Are these record types equal ?

I . 1 . 2 . Second possibility .

We will now offer full ability for user type definition but the idea here is to expend the description fully until, we arrive to a predefined type . This do not solve the problem of the records as defined in I . 1 . 1 . and also do not solve the problem of the recursive type .

example 1

```

P1 : proc
  t1 = integer
  t2 = array [1...10] of t1
  x : t2
  call P2 (x)

  end;
```

```

P2 : proc(y)
  t3 = integer
  t4 = array [1...10] of t3
  y : t4

  end;
```


Here, x type description will become (expanding the type)
 $x = \text{array } [1 \dots 10] \text{ of integer}$
 y type description will become (expanding the type)
 $y = \text{array } [1 \dots 10] \text{ of integer .}$
 We can now do the check and see that they have the same type .

example 2 : When we deal with recursivity as it is defined in CLU and Pascal

CLU : List (T) = record [clt : T
 rem : list (T)]

Pascal : tl = record [clt : T
 next : ↑tl]

This is called typed pointer . Here we can of course not do the expansion because we enter in a infinite loop . How can we handle the next situation ?

box : record {info : tl
 next ↑box

and box l = record {info l = tl
 next l ↑box l

I . 1 . 3 . Third alternative .

We can impose a global definition of types . This involves that the types are described, first, and then have to be used . This is may be too restrictive but this will may be have good effects on software engineering point of view . This lead to define a common description for all parts of a software .

For example : for an array, all people has to define them as :

- . T_1 : array [1...m] of integer m defined as used
- . T_2 : array [1...m] of real
- and so on .

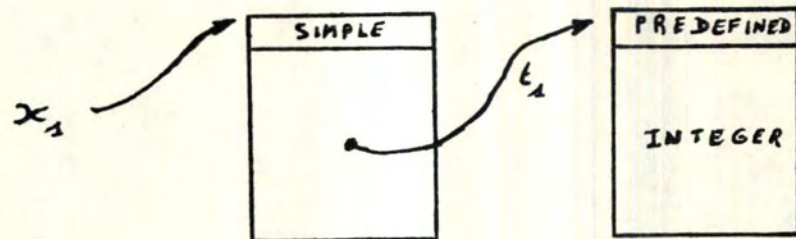
This means that all possible types that may be used by the software has to have the same description .

I . 1 . 4 . My solution .

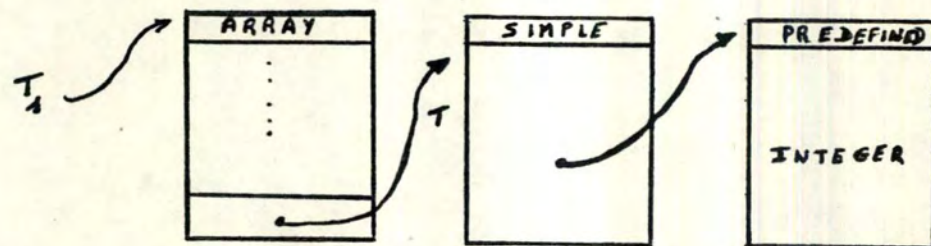
I would like to offer the full ability of user defined type definition. For showing what it means, I will give a complete example .

We test to see if we have a constructor we have a structure type, if not we have a simple type .

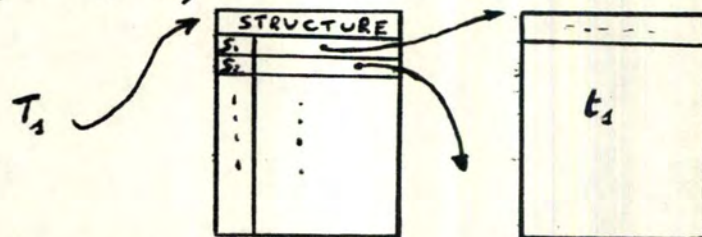
. t_1 : integer
 x_1 : t_1



. T : integer
 T_1 : array [$e_1:t_1, \dots$] of T



. T_1 : record ($s_1:t_1, \dots s_n:t_n$)



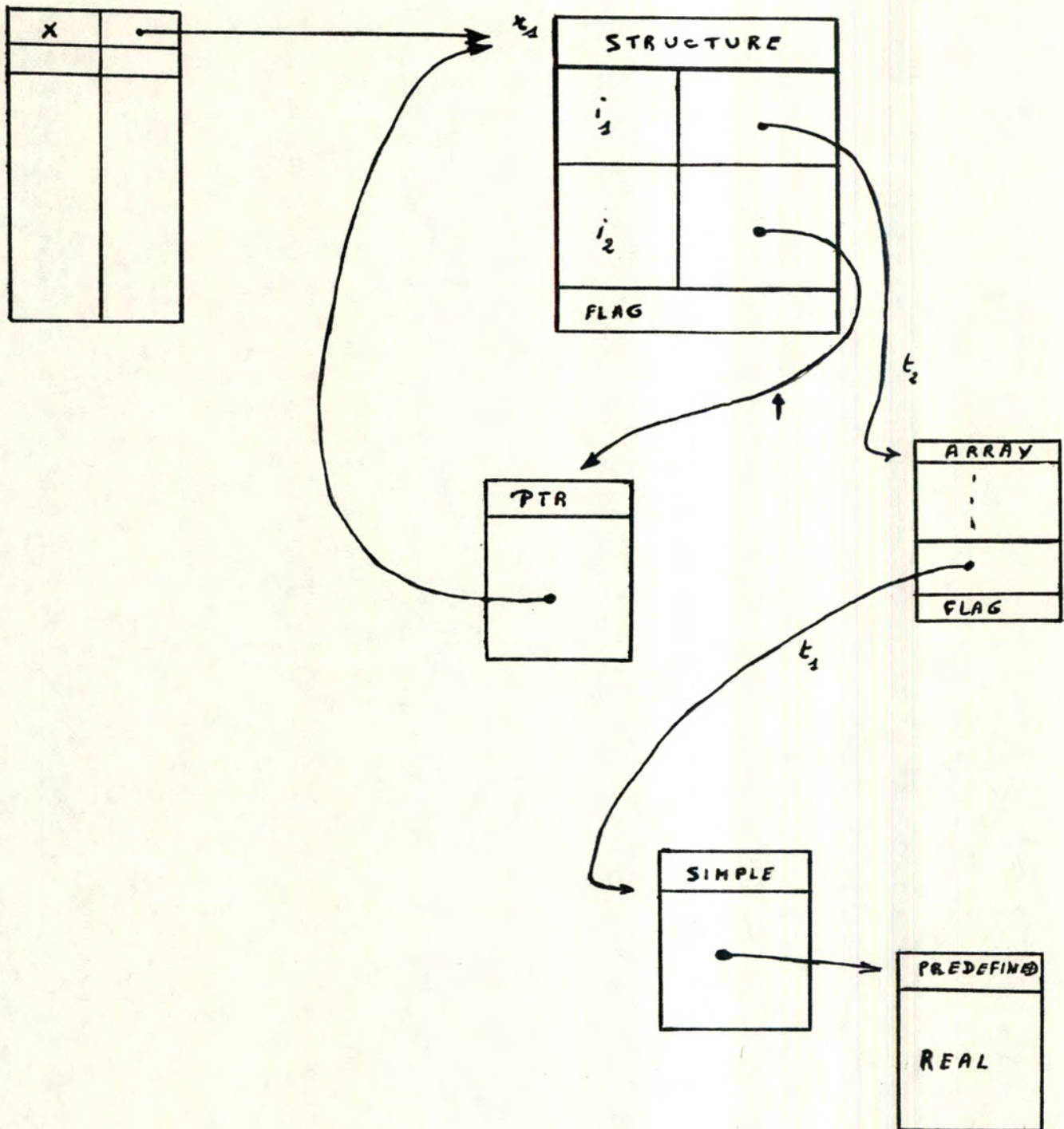
After defining this, I will show a complex example and how we can deal with it .

```
const m = 2
type t1 = array [1 ... m] of t2
      t2 = real
      r1 = record { i1 : t1
                    i2 : ↑r1
```

```
x = r1
call P(x)
```

```
proc P(y)
const n = 2
type t3 = real
      t4 = array [1 ... n] of t3
      r2 = record { i1 : t3
                    i2 : ↑r2
```

```
y = r2
```

As shown, I have defined a type description which can accept recursion and all other features of user defined type .

The flag will serve when checking the correspondance for avoiding to detect the entering into an infinite loop .

I.2 Handling the check at link time.

I.2.1 What is expected the compilers do?

First, as I mentioned in II.4.1.2, compilers and linkage editors should be modified to handle type checking at link time.

The compiler has to save informations about each external procedure call.

In this implementation, two files will be used :

File 1 : contains informations for each entry point

File 2 : contains informations for associated
interface description

(for detailed layout, see fig I2. page 72)

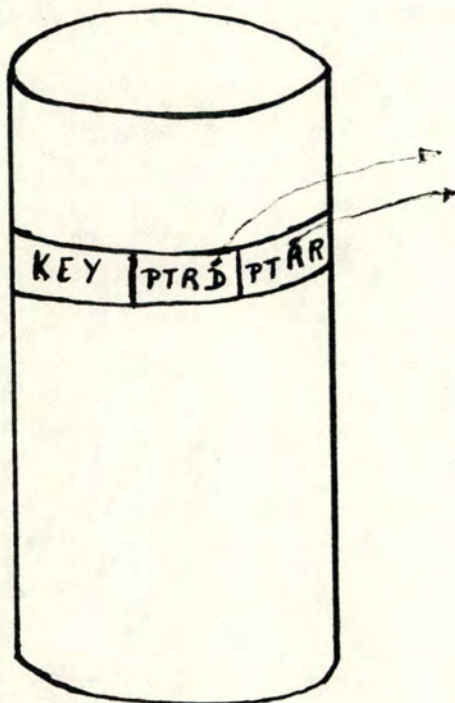
Second, I will show what are the changes involved by the type checking at ESD cards generated by the compilers. (There is no other changes for all other kind of cards, the old format is given in fig I3 a. page 73 and the new one in fig I3 b. page 73)

Before going further, I would like to give some remarks about the next figures.

In the figures, there will be two kinds of things : the existing situation what will be written in a quite thin way, the modifications will be written in a thick way.

In the figures, there will be several steps shown, each of them will have a number associated with each. These numbers will be used within the schemas.

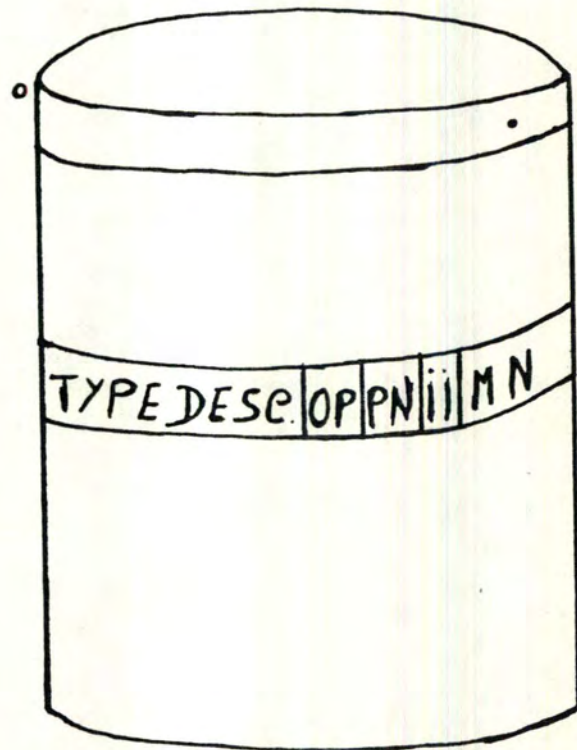
Keyed file



File DEF-REF

key : access-key = entryname
 PTRD : pointer to definition(s)
 of caller and callee
 PTRR : pointer to references
 to interfaces

Direct access file



File DESCRIPT

Typedesc : descriptor
 of types
 OP : overflow pointer
 NP : next pointer
 II : interface
 identifier
 MN : module name
 or
 pointer to module code
 Record 0 is the pointer
 to the next free space

Remark : The OP field will never be used here, because it does not add anything for explaining the implementation but it would keep away the clarity of the schemas.

The OP field will be used if the interface description is too big for the place useful in the typedesc field of the descript file records.

Fig 13 a. Actual ESD Cards.

<u>SYMBOL</u>	<u>TYPE</u>	<u>ID</u>	<u>ADDR</u>	<u>LENGTH</u>	<u>LDID</u>
P	ER	0002	

Fig 13 b. New ESD cards.

<u>SYMBOL</u>	<u>INTID</u>	<u>CSECTNAME</u>	<u>NBRSTMT</u>	<u>TYPE</u>	<u>ID</u>	<u>ADDR</u>
P	I		5	ER	0002		

The symbols used here will be used in the next figures.

Third,I will show what are the actions performed by the compilers when encountering a procedure definition and when encountering a call.The associated algorithms are described in I.2.2.(see figure I4,page 75).

Fourth,I will show what are the actions performed by the compilers when encountering a procedure definition which is used in an other module as a subroutine.This will show how procedure definition are handled.The associated algorithms are described in I.2.2.(see figure I5,page 76).

Fifth,I will show what are the actions performed by the compilers when encountering more then one procedure with the same name(this is known as overloading).This will show how different procedures with the same name can be described without confusion.The associated algorithms are described in I.2.2.(see figure I6,page 77).

Fig 14.

SOURCE

```

Proc A (B,C,D)
  ⋮
Line 5  Call P (E,F,G)
  ⋮
Line 12 Call P (E',F')
  ⋮
End A;

```

Where A,B,C,D,E,F,G,P
E',F' are supposed
correctly defined.

OUTPUT OF THE COMPILER

```

ESD :  I  A   CM  000I   0000   002B
       2  P  I  ER  0002   5
       3  P  2  ER  0003  I2

TXT :
       .
       .
       .
       L      I4,=V(PI)
       BALR   I4,I5
       .
       .
       .
       L      I4,=V(P2)
       BALR   I4,I5
       .
       .
       .

RLD :  000I ....
       0002 ....
       0003 ....

```

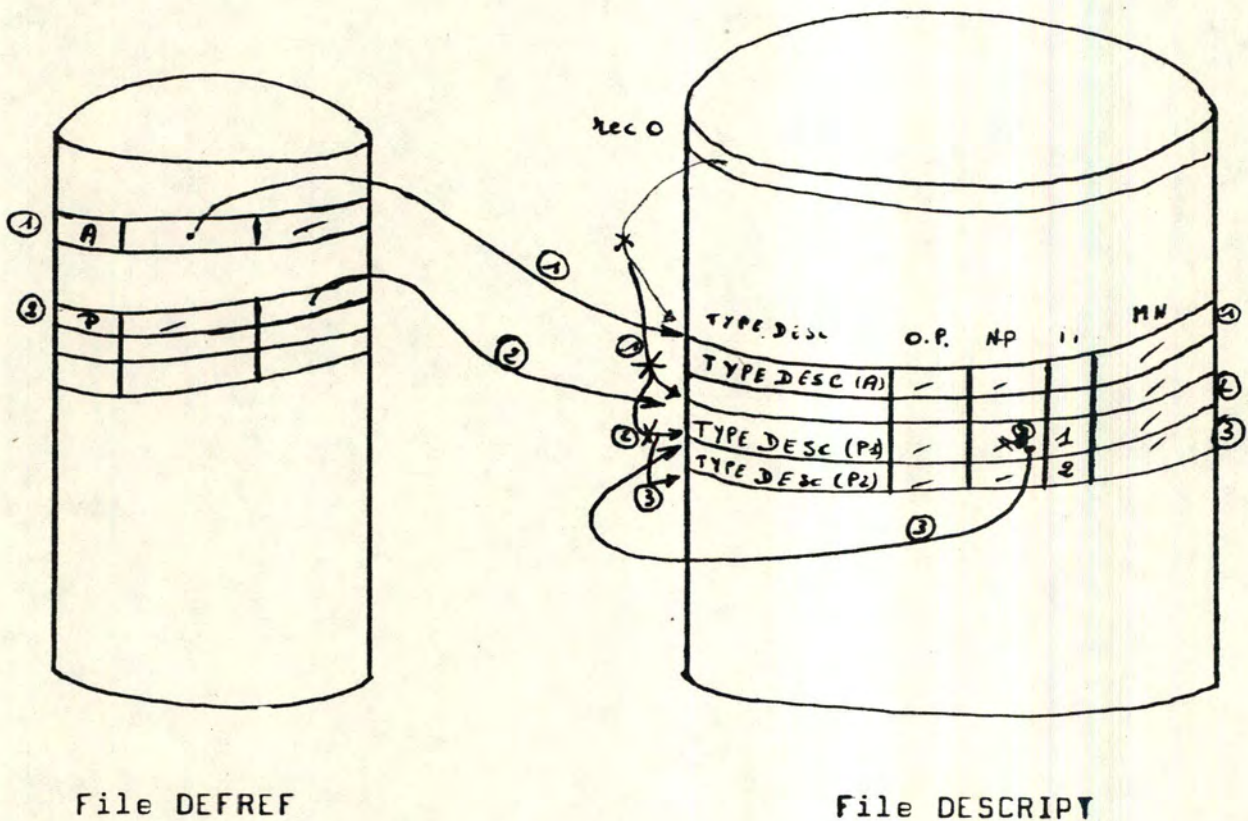


Fig 14.Explanation.

1.When encountering Proc A : ① The compiler looks in DEFREF file in order to see whether an entry exist with as key the entry name. Here, as it is supposed that we begin with a new situation, the compiler does not have such entry, then it creates one and store into the DEFREF file a record with the needed informations. After that, it stores the interface description into DESCRIPT file (after getting an entry in this file).

2.When encountering a first call as in line 5 :

② The compiler looks in DEFREF file, using the entry name as key, in order to see if the entry yet exist. Here of course, it does not exist. The compiler stores the needed informations into DEFREF file and gets an entry in DESCRIPT file and stores the informations in this file. The compiler updates the interface identifier and put it into the ESD card.

3.When encountering a call as in line 12 :

③ The compiler looks in DEFREF file, using the entry name as key, in order to see if the entry yet exist. Here, of course, the entry exists because it was yet created when compiling line 5. It takes the PTRR pointer to have the corresponding entry in DESCRIPT file. The compiler compares the interface description. If the descriptions are the same, the only thing to do is to put the interface number into the ESD card. If the descriptions are not equal the compiler gets a new entry in DESCRIPT file, updates the interface identifier number, stores the informations into the DESCRIPT file and generates a ESD card.

Fig 16.

SOURCE

```

Proc P (A,B,C)
  ⋮
END P;

```

OUTPUT OF THE COMPILER

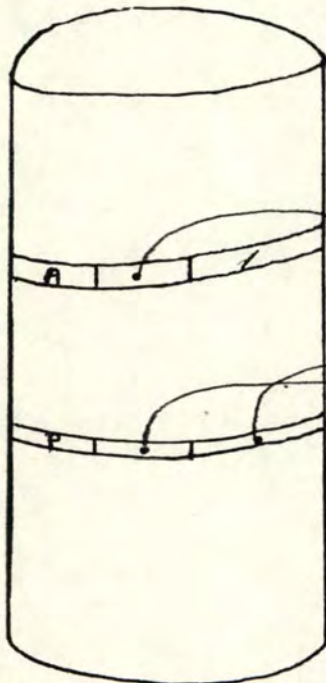
```

ESD : P      CM      000I      0000      014B
TXT :      . . . . .
      . . . . .
      . . . . .

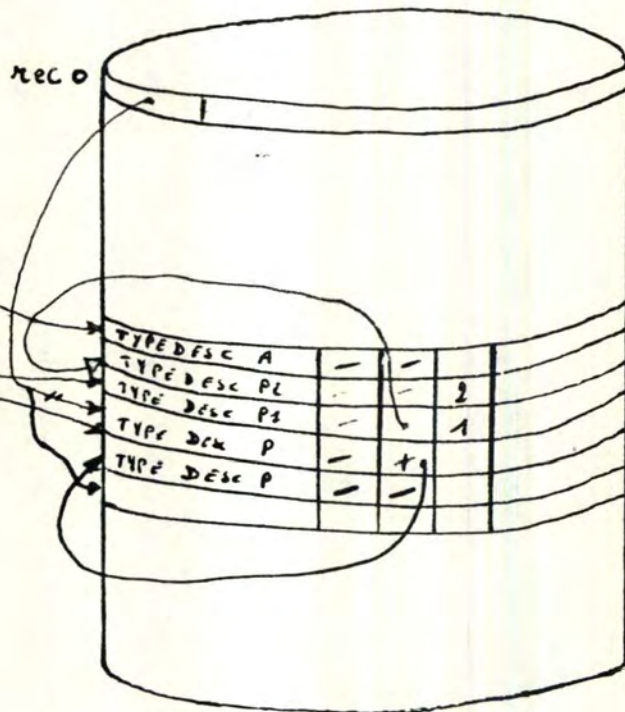
RLD : 000I

```

File DEFREF



File DESCRIPT



When the compiler compiles the procedure P, it looks in DEFREF file, using the entry name P as key. It finds that the PTRD is yet in use. It gets then the corresponding entry in DESCRIPT file and compare the descriptions of the file and the descriptions under examination. If the descriptions are equal, then there is no special actions must be undertaken by the compiler. If the descriptions are not equal, the description under compilation is added in DESCRIPT file and the NP pointer of the existing record is updated.

1.2.2 General algorithms of the new compiler functions

In the next figures (Fig I7 a,b,c), I will show the general algorithms for handling a call.

There are three algorithms because the compilers have to handle three kinds of things. The first one is the management of the two files, the second is the generation of the ESD card and the third is the generation of the RLD card. The figures are in page 79.

The following figures (Fig I8 a,b), I will show the general algorithms for handling procedure header.

There are two figures because I will describe what happen at files level, that will say the consultation of both files, and what happen at ESD card level. The figures are in page 80.

1.2.3 What is expected the linkage editor do ?

I will describe shortly how the linkage editor uses the informations given by the compilers. For doing it, I will use the files described in fig I6 and show with it the actions taken by the linkage editor in order to provide the type checking. The figure and its explanations can be found in page 81 & 82. (see fig I9)

1.2.4 General algorithms of the new functions of the linkage editor

In the next figure (Fig 20), I will give the general algorithm for handling the type checking by the linkage editor. I will show how the informations given by the compilers are used by the linkage editor for doing it. the figure will be given in page 83.

FIG. I7a

Is the entryname within the reference list?

Y -----> WORK.INTID := DESCRIPT.INTID

N -----> Is the list empty?

Y --> WORK.INTID := 1 ;
DESCRIPT.INTID := 1;

N --> WORK.INTID := LAST.INTID + 1;
DESCRIPT.INTID := WORK.INTID;

Add the reference into the reference list;

end;

FIG. I7b

GENERATION OF ESD CARDS.

ESD.SYMBOL := ENTRYNAME;
ESD.INTID := WORK.INTID;
ESD.CSECT := MODULENAME;
ESD.STMTNBR := SOURCELINENUMBER;

Nothing else have changed.

FIG. I7c

GENERATION OF RLD CARDS.

if ref does not exist into referencelist,
then create a new RLD card
endif;

FIG. I8a

Is the entryname within the DEFREF file?

Y -----> DESCRIPT.TYPE.P is within type-descriptor-list?

Y --> RETURN

N --> Add the reference to the reference
list;

N -----> Add the key entryname and set the PTRD;
Add the definition in the definition list
of DESCRIPT file;

end;

FIG. I8b

GENERATE ESD CARDS.

Do nothing else then actually done.

Fig I9.

-
- A link A instruction is given.
 - The linkage editor takes the ESD cards of type ER of the compiled module A.
 - For the other kinds of cards, nothing have changed.
 - When it encounters the first ESD card P, it takes its II number and its entry name as key for accessing DEFREF file where it finds both pointers, one for the references and the other for the definitions.(1a)
 - With the PTRR pointer, it goes through the reference list and when it finds the corresponding II, it stops the search through the list.(1b)
 - With the PTRD pointer, it goes through the definition list and it test to see wether a II number is yet setted If it is the case, it compares the definition II and the reference II, if there are equal, no problem continue the link, if not go through the list.(1c)
 - When the linkage editor encounter, the corresponding description and when it is not yet encountered (no II value), it puts the II value of the reference in the corresponding field of definition record.(1d)
 - If no corresponding description can be found, an error is flagged.
 - This process must be also done, if the module P has some external references, for P.

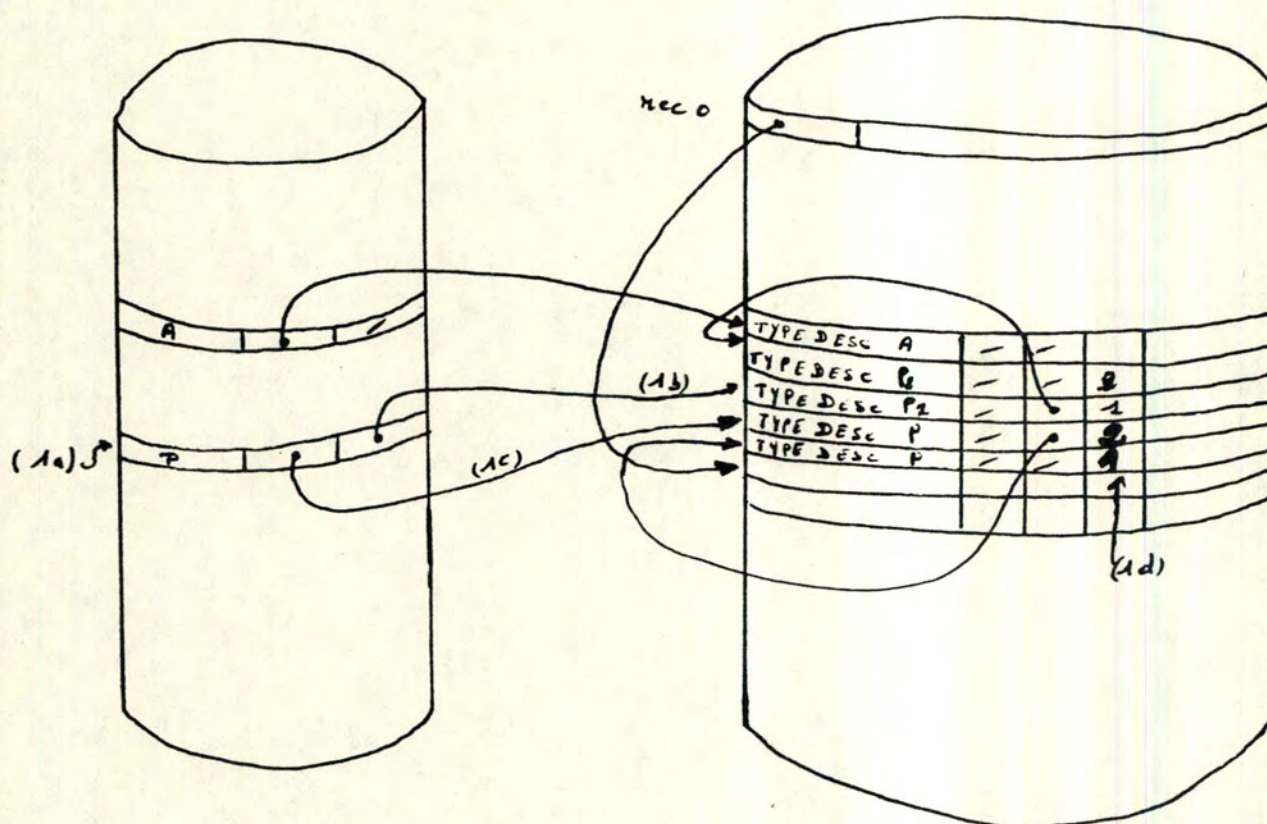
Fig 19.

LINK A is the instruction given.

ESD :	A	CM	000I	0000	002B	(output of the compilers)
	P	I	ER	A	0002 5	
	P	2	ER	A	0003 I2	
	P	I	ER	A	0004 I8	

(line added for explanations purposes)

.....



The symbols used here are the same that have been used in figure 14, 15 & 16, page 75, 76, 77.

The corresponding general algorithm can be found in figure 20 page 83.

FIG 20

For each ESD cards of type "ER"

do

find corresponding entry in reference list;

if does not exist, then do

send error message to user;

enddo

else find same interface in definition list

if does not exist then do

send error;

enddo

else do

take module-
name;

load this;

enddo

endif

endif

enddo

I.3 Detailed algorithms

The figures showing these algorithms are in the following pages. The detailed algorithm corresponding to figure I7a, is shown in figure 21 page 85.

The detailed algorithm corresponding to figure I7b, (page 79) is shown in figure 22 page 86.

The detailed algorithm corresponding to figure I7c, (page 79) is shown in figure 23 page 87.

The detailed algorithm corresponding to figure I8a, (page 80) is shown in figure 24 page 88.

The detailed algorithm corresponding to figure 20, (page 83) is shown in figure 25 page 89.

I.4 Handling the dynamic interface.

As mentioned before, we are only concerned by the fact that the only dynamism, that we accept, handles a different number of parameters in a parameter list but we assume that there is no difference, at parameter type point of view, between the two lists.

The most easiest way for implementing it, is to modify the type checking algorithm for stopping the checks once a parameter list is completely examined. This modification will not change much of the algorithms described here, so I will not give a detailed way for implementing such thing.

I will mention that there is another way to do it. The alternative way of doing it, is to ask the linkage editor to continue the checks until all elements of the shortest parameter list were seen as correct. This has as consequences that the system will no more detect the cohesion of the actual parameter list and the formal one. It can only offer or guaranty that the common part of both parameter list have the same type.

It is left to the programmer the responsibility of the validity of the old call (comparing it with the new ones). This is may be not what is wished by the people who are concerned by the maintenance or by the reliability of a software.

Fig_21.

```

Defref_type = record [ Entryname : Char(8);
                        Defptr   : ↑ Descript_type;
                        Refptr   : ↑ Descript_type ]
Descript_type = record [ Typedesc : Interface;
                        Typeop   : ↑ Descript_type;
                        Typenp   : ↑ Descript_type;
                        Intid    : Integer;
                        Modname  : Char(8) ]

Refbuf : Defref_type;
Descrbuf : Descript_type;
Out : Descript_type;
Outptr : ↑ Descript_type;
Workintid : Integer;

getfile DEFREF (entryname) into Refbuf;
if record not found then create an empty record with entryname;
endif
if Refptr = NIL then do
    getfile DESCRIPT (0) into Descrbuf;
    Refbuf.Refptr := Descrbuf.Nextfree; / Nextfree is
                                         a field only
                                         in record 0 /
    Descrbuf.Nextfree := Descrbuf.Nextfree + 1;
    putfile DESCRIPT (0) from Descrbuf;
    putfile DEFREF (entryname) from Refbuf;

/ We have just updated the pointer to the next free record in DESCRIPT
  file and also updated the pointer to the references in DEFREF file /

/ The next few lines create the new Descript record and written it
  in the DESCRIPT file /

    Descrbuf.Typedesc := convert (interface);
    Descrbuf.NP := NIL;
    Workintid := 1;
    Descrbuf.Intid := 1;
    Descrbuf.Modname := /;
    putfile DESCRIPT (Refbuf.Refptr) from Descrbuf;
enddo

/ convert is a primitive of the system for transforming the source
  description of the interface in the internal one. /

```


else do

```

    getfile DESCRIPT (0) into Descrbuf;
    Refbuf.Refptr := Descrbuf.Nextfree;
    Descrbuf.Nextfree := Descrbuf.Nextfree I;
    putfile DESCRIPT (0) from Descrbuf;
    Out.NP := Refbuf.Refptr;
    putfile DESCRIPT (Outptr) from Out;

```

/ We have just updated the pointer to the next free record in DESCRIPT file and also updated the pointer to the next reference of the reference list in DESCRIPT file . /

/ The next few lines create the new Descript record and written it in the DESCRIPT file. /

```

    Descrbuf.Typedesc := convert (interface);
    Descrbuf.NP := NIL;
    Workintid := Out.Intid + 1;
    Descrbuf.Intid := Workintid;
    Descrbuf.Modname := #;
    putfile DESCRIPT (Refbuf.Refptr) from Descrbuf;
enddo

```

endif

Fig_22.

```

ESD_type = record [ Symbol : Char(8);
                    Intid  : Integer;
                    Csectname : Char(8);
                    Nbrstmt  : Integer;
                    Type     : Char(8);
                    Id       : Integer;
                    Addr     : Integer;
                    . . . . .
                    . . . . .
                    . . . . . ]

```

/ The rest of the ESD_type has not changed, this is the reason why it is not described here nor will be described the existing code for managing it. The only things that are described are those which are not yet handled. /

```

ESD : ESD_type;

```

```

ESD.Symbol := Entryname;
ESD.Intid  := Workintid;
ESD.Csectname := Source.Modulename;
ESD.Nbrstmt := Source.Linenumber;
ESD.Type := "ER";

```

```

. . . . .
. . . . .
. . . . .

```

/ There is no other changes, so I will not give more details. /

Fig_23.

```

if is_in_list (interface,Refbuf.Refptr,Out,Outptr) then do noop

                                                    else do
                                                        create a RLD card
                                                    enddo

endif

```

/ As there are no changes in the treatment of the RLD cards,I will not give any additional details. /

/ The is_in_list is a primitive of the system which provides two things.First,if the first parameter is in the list of the Descript record list pointed by the Refbuf.Refptr,the primitive returns in the Outptr parameter,the pointer to the record where the match was found,in the Out parameter,the contains of the record where the match was found.

Second,if the first parameter is not in the list of the Descript record list pointed by the Refbuf.Refptr,the primitive returns in the Out parameter,the value of the highest Intid used until now.There is no more information needed because we can use the Nextfree pointer of record 0. /

Fig 24.

```

Defref_type = record [ Entryname : Char(8);
                        Defptr   : Descript_type;
                        Refptr   : Descript_type ]
Descript_type = record [ Typedesc : Interface;
                        Typeop   : ↑ Descript_type;
                        Typenp   : ↑ Descript_type;
                        Intid    : Integer;
                        Modname  : Char(8) ]

Refbuf : Defref_type;
Descrbuf : Descript_type;
Out : Descript_type;
Outptr : ↑ Descript_type;
Workintid : Integer;

getfile DEFREF (entryname) into Refbuf;
if record not found then create an empty record with entryname;
endif
if Defptr = NIL then do
    getfile DESCRIPT (0) into Descrbuf;
    Refbuf.Defptr := Descrbuf.Nextfree;
/Nextfree is a field that exists only in record 0 and is a pointer
to the next free record in the DESCRIPT file. /
    Descrbuf.Nextfree := Descrbuf.Nextfree + 1;
    putfile DESCRIPT (0) from Descrbuf;
    putfile DEFREF (entryname) from Refbuf;
/ We have just updated the pointer to the next free record in DESCRIPT
file and also updated the pointer to the definitions in DEFREF file./

/ The next few lines create the new Descript record and written it
in the DESCRIPT file. /

    Descrbuf.Typedesc := convert (interface);
    Descrbuf.Typenp := NIL;
    Workintid := 1;
    Descrbuf.Intid := Workintid;
    Descrbuf.Modname := Catalogued_name;
    putfile DESCRIPT (Refbuf.Defptr) from Descrbuf;
enddo

/ convert is a primitive of the system for translating the source

```


Fig_24.

interface description in an other one more useful and easier to handle. /

else do

```

    getfile DESCRIPT (0) into Descrbuf;
    Refbuf.Defptr := Descrbuf.Nextfree;;
    Descrbuf.Nextfree := Descrbuf.Nextfree 1;
    putfile DESCRIPT (0) from Descrbuf;
    Out.Typenp := Refbuf.Defptr;
    putfile DESCRIPT (Outptr) from Out;

```

/ We have just updated the pointer to the next free record in DESCRIPT file and also updated the pointer to the next definition of the definition list in DESCRIPT file . /

/ The next few lines create the new Descript record and written it in the DESCRIPT file. /

```

    Descrbuf.Typedesc := convert (interface);
    Descrbuf.Typenp := NIL;
    Workintid := Out.Intid + 1;
    Descrbuf.Intid := Workintid;
    Descrbuf.Modname := Catalogued_name;
    putfile DESCRIPT (Refbuf.Defptr) from Descrbuf;
enddo

```

endif

Fig_25.

```

ESD_type = record [ Symbol : Char(8);
                    Intid  : Integer;
                    Csectname : Char(8);
                    Nbrstmt  : Integer;
                    Type     : Char(8);
                    Id       : Integer;
                    Addr     : Integer;
                    . . . . .
                    . . . . .
                    . . . . . ]

Defref_type = record [ Entryname : Char(8);
                      Defptr     : ↑ Descript_type;
                      Refptr     : ↑ Descript_type ]

Descript_type = record [ Typedesc : Interface;
                       Typeop     : ↑ Descript_type;
                       Typenp     : ↑ Descript_type;
                       Intid      : Integer;
                       Modname    : Char(8) ]

Out : Descript_type;
Out1 : Descript_type;
Refbuf : Defref_type;
Descrbuf : Descript_type;
ESD : ESD_type;
Outptr : ↑ Descript_type;
Out1ptr : ↑ Descript_type;

for each ESD.Type = "ER" do
    getfile DEFREF (ESD.Symbol) into Refbuf;
    if record not found
        then do
            send errormsg1
        enddo
    else do

```


Fig_25.

```

if is_in_list (ESD.Intid,Refbuf.Refptr,Out,Outptr)
  then do
    if is_in_list (Out.Typedesc,Refbuf.Defptr,Out1,Out1ptr)
      then do
        Out1.Intid := Out.Intid;
        putfile DESCRIPT (Out1ptr) from Out1;
        load Out1.Modname;
        . . . . .
      / Here should be done the current treatment /
        enddo
      else do
        send errormsg2
        enddo
      endif
    else do
      send errormsg3
      enddo
    endif
  enddo
endif
endfor

```

Exemple of error message

errormsg1 := "CALL FROM LINE ESD.Nbrstmt ESD.Symbol DOES NOT EXIST !"

errormsg2 := "CORRESPONDING DEFINITION FOR THE REFERENCE ESD.Symbol
CALLED IN LINE ESD.Nbrstmt IN ESD.Csectname DOES NOT
NOT EXIST !"

errormsg3 := "REFERENCES OF ESD.Symbol CALLED IN LINE ESD.Nbrstmt
HAVE BEEN DELETED SINCE LAST RUN !". /

2. Conclusions of part 4.

As described within the algorithms and the file description I have taken most of the practical details as ESD cards from IBM machines. This is not because they are better but only because I have many manuals from IBM and that it was easy to find informations about their systems. Here most of the details were taken from their VM370 system. In all cases, the functions of such parts of the operating system like linkers, compilers and loaders are the same even with other systems, even they differ in the way of doing it.

These are the reasons why I have taken such decision.

As it can be shown, the solution adopted here can also be done even with fetches. The only modification that must be done is the fact that the compilers must no more address the library of load modules but the library of executable module for having the coding.

There are also two possibilities for accessing the load modules. The first one, is to introduce no changes to the operating system for handling the code of the load module. This involves that the name of the module catalogued must be directly put into the record that describes the interfaces.

The second one, is to put directly an access to the module code to the same record. The first possibility will perhaps see as better because there are no changes and then, the old ways are compatible with it.

Part 5 : Conclusion .

At this point, I have to mention that as it is the evolution today, to write in high level language and to separate a software into pieces, the interface description is important .

When designing a software, the first part of the job is to define precisely what are the requirements of the software . The second part is to establish all the interfaces in order to be able to give some module to all people working on the project . The third one, is to implement the functions . While implementing them, the program only refer them selves to the interfaces as defined earlier . If some interfaces are changed, may be a lot of module should also change .

What this thesis solve in two things :

1)Type checking : We are now able to construct systems that can check the correspondance between the type definition as done in the caller and the callee program . This inforce the reliability of the system because no misconception nor ambiguities at interface level can be passed without be flagged .

This is done at a low price and at quite no execution price what is the most important . It has no difficult or special handling of files . It does not mean to change any logic of the operating system . I have only add for the compilers the duty of copying some part of the table they handle and for the linkage editor the type checking .

These modifications are easy to implement and will involve very strong assurance of having fully coherent interfaces of the software .

2)Variable interface : We can now use different interfaces . Not all cases are handled, but the most common flexibility wanted . This ability is adding a function to the module and replacing the old by the new or suppress a function to the module and replacing the old by the new .

As interfaces can be seen as specifications of modules or as the functionality of the modules, if we permit to change them in any way, this will increase the software crisis what is not our aim.

Indeed, if the interfaces have to change too often or too completely, is it not the symptom that the software was not understood (requirements point of view) . This also will not be better to reconstruct logically the whole software first . I think that if this happens, it is the symptom that it is better to stop, to reconstruct logically the whole, to redefine the interfaces in a convenient way and after that to redistribute the work .

As this work has been done with the idea of not changing the whole existent software such as operating systems, this involves that the solution found will may be not be theoretically elegant or that there is no other solution . In fact, it should be possible to construct an operating system that leads to totally different considerations and which can handle the checking directly as a requirement, but for doing this I would need a few years and not only a few months .

My hope is that this thesis will serve as a means for helping in solving the software crisis just a little . If this is the case or if this will serve anyone in its work, then I think that this thesis was fruitful .

INSTITUT D'INFORMATIQUE
FNOP NAMUR

ABOUT DYNAMIC
INTERFACES
TODAY

(ANNEXES)

ANNEE ACADEMIQUE
1984/85

MEMOIRE PRESENTE PAR
OLIVIER STAES
EN VUE DE L'OBTENTION
DU DIPLOME DE
LICENCE ET MAITRE
EN INFORMATIQUE

GLOSSARY

GLOSSARY

Actual parameter : parameter which definition is done in the caller program . It is not seen here as the value of the parameter at execution .

Compiler : Software that translates a program from a high level language into machine language .

Completeness : the degree to which a program can handle input variants .

Correctness : the degree to which a program matches its specification .

Database : a set of structured data used for a variety of purposes .

Debugging : location and fixing an error in a program .

External procedure : is a procedure (subroutine or function) defined "after" another procedure but which can be involved by the others . Here, when dealing with it, we mean procedure that are compiled separately from the caller . These procedures are then concerned by this thesis .

Formal parameter : parameter which definition is done in the caller program . It is not seen here as the value of the parameter at execution time .

High level language : programming language near the logical information or mathematical one . Must be translated into a machine code by a program called compiler .

Internal procedure : can be subroutine or function . It is called internal because these programs will be compiled together .

Module : the basic functional unit of a program . Modules are designed added and tested separately .

Overloading : is using two times or more a same symbol . This symbol can represent a function call, an operator definition as "+" . These symbols can be distinguish by the objects type or the number of objects they can manipulate .

Specification : of software is a way of hiding information and post-passing implementation decision . Here, I use specification as a mean of defining precisely the software such that both user and designer can discuss each other in an unambiguous way .

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AID / AIDSYS

This is often what is given to the users, in order to propose to them the new functions and their interfaces.

VOLUME 800 : PROGRAM MANAGEMENT
CHAPTER 52 : external Interface
SECTION 88.8 : A I D S Y S V 7 . 5

P R O P O S A L

DISTRIBUTION
FREE

3.2.4 Funktion SYSTEM-EDIT

- Die folgenden Werte des Feldes ASASEKEY haben sich geaendert:

ASASETSK	X'24'	-->	X'18'
ASASEQU	X'18'	-->	X'1C'
ASASEPND	X'1C'	-->	X'20'
ASASEALL	X'20'	-->	X'24'
ASASEKMX	X'2C'	-->	X'28'
ASASEFTT	nil	-->	X'28'
ASASETFT	X'28'	-->	gestrichen
ASASETL	X'2C'	-->	gestrichen

- Die Anzeigen ASASEFB.ASASEFIT bzw. .ASASEFTS werden nicht mehr abgefragt.

- Neue Anzeigen:

ASASEFB.ASASESTB EQU X'02' wird nur bei Keyword AUDIT ausgewertet in der Bedeutung: 'nur Original-Tabelle gewünscht'

ASASEFB.ASASEIXV EQU X'01' angegebener Index ist gueltig. wird nur dann ausgewertet, falls der Index gleich Null ist.

- Neue Rueckkehr-Parameter:

ASASENAL EQU X'3C' nur bei Keyword AUD1/AUD2 moeglich. wegen Speichermangel wird nur die Originaltabelle geliefert.

ASASELØP EQU X'40' PCB-Schleife entdeckt. Puffer wurde mit Information gefuellt, es ist aber kein Fortsetzungsaufwurf mehr moeglich
ASASESER EQU X'44' Tabelle ist wegen kaputter Pointer nicht ausgebaut (Systemfehler)
ASASENP EQU X'48' Nur fuer PCB-Zugriffe: Die gelieferte Information ist moeglicherweise kein PCB. (Plausibilitaetscheck liefert Fehler)

3.2.5 Funktion 'Open Memory Pool'

This should always be provided, in order to see what are the modules that can call this one and that are called by this one .

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMNT M	SOURCE STATEMENT
------	------	-------------	-------	-------	---------	------------------

000000					1	DPACCESS START	00004000
					2	TITLE 'INTERFACE BETWEEN USER AND AIDSYS'	00009000
					3	*****	00019000
					4	*	00029000
					5	MODULE FUNCTIONAL	00039000
					6	*	00049000
					7	DESCRIPTION	00059000
					8	*	00069000
					9	*****	00079000
					10	*****	00099000
					11	*	00109000
					12	*	00119000
					13	THE PURPOSE OF THIS MODULE IS TO PROVIDE FOR P1	00129000
					14	PROGRAMS, ACCESS TO DUMPFIL.	00139000
					15	*	00149000
					16	THE FOUR FUNCTIONS PROVIDED BY THIS PROGRAM ARE :	00159000
					17	*	00169000
					18	1.CMFCT : GET INFORMATION ABOUT CSECT MAP	00179000
					19	*	00189000
					20	2.GAFCT : GET INFORMATION ABOUT THE CSECT CONTAINING	00199000
					21	THE ADDRESS GIVEN BY THE CALLER	00209000
					22	*	00219000
					23	*	00229000
					24	3.PEFCT : PROVIDE THE USER THE INFORMATION ABOUT	00239000
					25	THE PROGRAM UNIT(PE)	00249000
					26	*	00259000
					27	4.CRIAFCT : PROVIDE THE USER THE INFORMATION	00269000
					28	ABOUT THE CONCISE REPS INFORMATION AREA	00279000
					29	*	00289000
					30	*****	00299000
					31	*	00309000
					32	*	00319000
					33	*****	00329000
					34	*	00339000
					35	*	00349000
					36	FOR MOST PRECISE INFORMATION ABOUT THE FUNCTION	00359000
					37	PLEASE, SEE WHERE THEY ARE CALLED.	00369000
					38	*	00379000
					39	*	00389000
					40	*****	00399000
					41	*	00409000
					42	*	00419000
					43	*****	00429000
					44	*	00439000
					45	*	00449000
					46	THE USER IS EXPECTED TO GIVE :	00459000
					47	*	00469000
					48	#1. THE REGISTER 1 HAS TO POINT TO THE CALLER	00479000
					49	PARAMETER LIST	00489000
					50	*	00499000
					51	#2. THE CALL HAS TO BE DONE VIA A BAL(R) 14,15(=..)	00509000
					52	*	00519000
					53	#3. THE CALLER HAS TO GIVE OR AN ADDRESS OF HIS READ	00529000

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
	54	*	*				DUMPFIL ROUTINE AND THE ITH OF HIS ACCESSED TASK	** 00539000
	55	*	*				OR NO ADDRESS OF A READ ROUTINE BUT A VALID LINK	** 00549000
	56	*	*				NUMBER OF HIS DUMPFIL.	** 00554000
	57	*	*					** 00559000
	58	*	*				#4.FOR THE OTHER FUNCTION THEN GAFCT,HE HAS TO	** 00569000
	59	*	*				GIVE A BUFFER ADDRESS AND THE LENGTH OF THE	** 00579000
	60	*	*				LENGTH OF THE BUFFER.	** 00589000
	61	*	*					** 00599000
	62	*	*				#5.!!!!!! IMPORTANT !!!!!!!	** 00609000
	63	*	*					** 00619000
	64	*	*				THE USER CAN NOT GIVE AN NULL VALUE	** 00629000
	65	*	*				=====	** 00639000
	66	*	*					** 00649000
	67	*	*				TO A MANDATORY PARAMETER,IT WILL BE UNDERSTANDED	** 00651000
	68	*	*				=====	** 00654000
	69	*	*					** 00656000
	70	*	*				AS IF NO PARAMETER WAS GIVEN!!!	** 00656700
	71	*	*				=====	** 00657500
	72	*	*					** 00658200
	73	*	*					** 00659000
	74	*	*				*****	** 00669000
	75	*	*					** 00679000
	76	*	*					** 00689000
	77	*	*				*****	** 00699000
	78	*	*					** 00709000
	79	*	*					** 00719000
	80	*	*				THE MODULE ALWAYS GIVE THE RETURN CODE INTO THE	** 00729000
	81	*	*				SPECIAL FIELD OF THE PARAMETER LIST.	** 00739000
	82	*	*					** 00749000
	83	*	*				THE RETURNING PARAMETER ARE SET INTO THE USER	** 00759000
	84	*	*				BUFFER.OF COURSE NOT THE GAFCT,WHERE THERE IS	** 00769000
	85	*	*				NO BUFFER, IN THIS CASE THE RETURNING INFORMATIONS	** 00779000
	86	*	*				ARE AFTER THE CALLER ARGUMENTS	** 00789000
	87	*	*					** 00799000
	88	*	*					** 00809000
	89	*	*				THE RETURN CODE FROM THIS MODULE ARE :	** 00819000
	90	*	*					** 00829000
	91	*	*				\$1.X'00' NO PROBLEMS.	** 00839000
	92	*	*					** 00849000
	93	*	*				\$2.X'04' FORMAL ERROR	** 00859000
	94	*	*				-BUFFER NOT WORD ALIGNED	** 00869000
	95	*	*				-NO BUFFER GIVEN	** 00879000
	96	*	*				-NO BUFFER LENGTH GIVEN	** 00889000
	97	*	*				-NO TCB ADDRESS GIVEN	** 00890000
	98	*	*				-NO XVT ADDRESS GIVEN	** 00892000
	99	*	*				-NO SYSBASE ADDRESS GIVEN	** 00893000
	100	*	*				-NEITHER A(READ) NOR LINK# GIVEN	** 00895000
	101	*	*				-INVALID ITH GIVEN	** 00919000
	102	*	*				-INVALID SUBFUNCTION CODE	** 00929000
	103	*	*					** 00939000
	104	*	*				\$3.X'08' MODULE ERROR,THIS IS WHEN AN UNEXPECTED	** 00941000
	105	*	*				ERROR HAS OCCURED IN A OTHER MODULE CALL.	** 00944000
	106	*	*					** 00946000
	107	*	*				\$4.X'0C' A(TCB) OR A(XVT) OR A(SYSBASE) ARE NOT	** 00946200
	108	*	*				WORD ALIGNED.	** 00946400

FLAG LOCIN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

109	**					**	00946600
110	**				\$5.X'10' FILE IS NOT OPEN.	**	00946900
111	**					**	00947100
112	**				\$6.X'14' SPECIFIED TASK NOT FOUND.	**	00947300
113	**					**	00947600
114	**				\$7.X'18' TASK QUALIFICATION NECESSARY.	**	00947800
115	**					**	00948000
116	**				\$8.X'1C' INVALID LINK NUMBER.	**	00948300
117	**					**	00948500
118	**				\$9.X'20' INVALID INDICATOR OF DUMPFIL TYPE.	**	00948700
119	**					**	00948800
120	**				\$10.X'24' A(READ) GIVEN BUT NO ITH GIVEN	**	00948850
121	**					**	00948900
122	**				\$11.X'28' BUFFER FULLFILED WITH INFORMATION BUT	**	00949000
123	**				FURTHER CALL ARE NEEDED IF ALL INFORMATION ARE NEEDED	**	00959000
124	**				IF GETADDRESS FUNCTION, THEN THAT WILL SAY ADDRESS NOT	**	00962000
125	**				ALLOCATED.	**	00965000
126	**					**	00969000
127	**				\$12.X'2C' BUFFER WRITE UNACCESSIBLE IN FULL LENGTH	**	00979000
128	**				IF GETADDRESS FUNCTION, THEN THAT WILL SAY INPUT	**	00982000
129	**				ADDRESS IN CONFLICT WITH FLAG.	**	00985000
130	**					**	00989000
131	**				\$13.X'30' PE NOT FOUND BUFFER IS EMPTY	**	01039000
132	**				IF GETADDRESS FUNCTION, THEN THAT WILL SAY THAT	**	01042000
133	**				NO PAGE IS DUMPED.	**	01045000
134	**					**	01049000
135	**				\$14.X'34' BUFFER LENGTH TOO SHORT TO CONTAIN	**	01059000
136	**				ONLY ONE ANSWER.	**	01069000
137	**				IF GETADDRESS FUNCTION, THEN THAT WILL SAY THAT	**	01069700
138	**				ERROR IN SYSTEM.	**	01070500
139	**					**	01071300
140	**				\$15.X'38' NO PROGRAM IS LOADED.	**	01072000
141	**					**	01072800
142	**				\$16.X'3C' NO CSECT MAP FOUND, BUFFER IS EMPTY.	**	01073600
143	**					**	01074300
144	**				\$17.X'40' PAGE NOT DUMPED.	**	01075100
145	**					**	01075900
146	**				\$18.X'44' ERROR IN SYSTEM.	**	01076600
147	**					**	01077400
148	**				\$19.X'48' OLD FORMAT OF LOAD-INFORMATION	**	01078200
149	**					**	01110000
150	**				\$20.X'4C' INFORMATIONS ARE MISSING IN DUMPFIL.	**	01150000
151	**					**	01189000
152	**					**	01199000
153	*				*****	*	01209000
154	*					*	01219000
155	*					*	01229000
156	*				*****	*	01239000
157	*					*	01249000
158	*					*	01259000
159	*				THE MODULE CALL : AIDSYS45.MOD AND A MODIFIED ROUTINE	*	01269000
160	*				AS4ITNDP AND AS4RDPGE.	*	01274000
161	*				ERROR IN SYSTEM.	*	01279000
162	*					*	01289000
163	*				\$15.X'38' NO PROGRAM IS LOADED.	*	01299000

INTERFACE BETWEEN USER AND AIDSYS

15:36:23 84-12-13 PAGE 0005

FLAG LOCN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

	164	**				** 01309000
	165	**	\$16.X'3C'	NO CSECT MAP FOUND, BUFFER IS EMPTY.		** 01319000
	166	**				** 01329000
	167	**	\$17.X'40'	PAGE NOT DUMPED.		** 01339000
	168	**				** 01349000
	169	**	\$18.X'44'	ERROR IN SYSTEM.		** 01359000
	170	**				** 01369000
	171	**	\$19.X'48'	OLD FORMAT OF LOAD-INFORMATION		** 01379000
	172	**				** 01389000
	173	**	\$20.X'4C'	INFORMATIONS ARE MISSING IN DUMPFIL.		** 01399000
	174	**				** 01409000
	175	**				** 01419000
	176	*	*****			** 01429000
	177	*				** 01429600
	178	*				** 01449000
	179	*	*****			** 01459000
	180	**				** 01469000
	181	**				** 01479000
	182	**	THE MODULE CALL : AIDSYS45.MOD AND A MODIFIED ROUTINE			** 01489000
	183	*	AS4ITNDP AND AS4RDPGE.			** 01499000
	184	*				** 01509000
	185	*	*****			** 01519000
000000	186	R#00	EQU	0		01539000
000001	187	R#01	EQU	1		01549000
000002	188	R#02	EQU	2		01559000
000003	189	R#03	EQU	3		01569000
000004	190	R#04	EQU	4		01579000
000005	191	R#05	EQU	5		01589000
000006	192	R#06	EQU	6		01599000
000007	193	R#07	EQU	7		01609000
000008	194	R#08	EQU	8		01619000
000009	195	R#09	EQU	9		01629000
00000A	196	R#10	EQU	10		01639000
00000B	197	R#11	EQU	11		01649000
00000C	198	R#12	EQU	12		01659000
00000D	199	R#13	EQU	13		01669000
00000E	200	R#14	EQU	14		01679000
00000F	201	R#15	EQU	15		01689000

202	*****		01709000
203	*		* 01719000
204	*		* 01729000
205	*	MOST OF THE REGISTERS HAVE ALWAYS THE SAME MEANING	* 01739000
206	*	WHICH ARE DESCRIBE HERE :	* 01749000
207	*		* 01759000
208	*	REGISTER 01 : COVER PARAMETER LIST TO CALL	* 01769000
209	*		* 01779000
210	*	REGISTER 02 : WILL SERVE TO PASS THE VALUE OF CERTAIN PARAM	* 01789000
211	*		* 01799000
212	*	REGISTER 03 : WORK REGISTER TO TEST THE USER INPUT	* 01809000
213	*		* 01819000
214	*	REGISTER 04 : BASE (DYNDATA)	* 01829000
215	*		* 01839000
216	*	REGISTER 05 : BASE (STATDATA)	* 01849000
217	*		* 01859000
218	*	REGISTER 06 : UNUSED	* 01869000
219	*		* 01879000
220	*	REGISTER 07 : WORK REGISTER TO TEST THE USER INPUT	* 01889000
221	*		* 01899000
222	*	REGISTER 08 : BASE (PARAMLIST OF USER)	* 01909000
223	*		* 01919000
224	*	REGISTER 09 : UNUSED	* 01929000
225	*		* 01939000
226	*	REGISTER 10 : BASE (USER BUFFER)	* 01949000
227	*		* 01959000
228	*	REGISTER 11 : UNUSED	* 01969000
229	*		* 01979000
230	*	REGISTER 12 : BASE REGISTER OF THE PROGRAM	* 01989000
231	*		* 01999000
232	*	REGISTER 13 : ADDRESS OF SAVE AREA	* 02009000
233	*		* 02019000
234	*	REGISTER 14 : RETURN ADDRESS	* 02029000
235	*		* 02039000
236	*	REGISTER 15 : FORWARD BRANCH REGISTER	* 02049000
237	*		* 02059000
238	*****		* 02069000
239		PRINT GEN,XREF	02079000

The DSECT MALIB, defines the modifications done by adding the new functions to AIDSYS . This modifications refer to the DSECT SERVE . This DSECT SERVE is used by all functions . If someone is interested in seeing what is a flexible interface he (she) can look for more details in this DSECT . What should be interesting is how to do it in a high level language .

In all cases, I will say : "Good luck !"

This kind of interfaces is, perhaps, one reason of the problem of dealing with the understanding of the interfaces . For me, it took a lot of time to understand it and to be able to modify it .

This also will show what can be difficult in dealing with a so complex and so used interfaces . Indeed, how can be sure that the modification you are doing has no influence on the rest of the interfaces ?

FLAG LCTN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

240 MALIB DSDPA
241 1 *****
242 1 *
243 1 * THE &ID DOES NEVER HAVE *
244 1 * *
245 1 * MORE THEN 3 CHARACTERS *
246 1 * *
247 1 *****

```

02099000

000000

```

248 1 MALIB DSECT
249 1 *****
250 1 *
251 1 * THE FIRST PART OF THE MACRO DESCRIBES THE COMMON *
252 1 * PARAMETERS USED BY ALL FOUR SUBFUNCTIONS: *
253 1 * -CMFCT:FUNCTION USED TO GET THE CSECT MAP INFORMATION *
254 1 * *
255 1 * -GAFCT:FUNCTION USED TO GET INFORMATION ABOUT THE CSECT *
256 1 * CONTAINING THE GIVEN ADDRESS. *
257 1 * *
258 1 * -PEFCT:FUNCTION USED TO GET THE POINTER TO THE PROGRAM UNIT *
259 1 * OR ALSO CALLED PROGRAMM EINHEIT GIVEN *
260 1 * *
261 1 * FOLLOWING THE COMMON INPUT PARAMETERS, THERE ARE THE FUNCTION *
262 1 * SPECIFIC RETURN PARAMETERS. *
263 1 * *
264 1 *****

```

000000 00

```

000000
000004
000008
000008

```

000001 00

000004 00000000

000008 00000000

00000C 00000000

000010 00000000

000014 00000000

000018 00000000

00001C 00000000

```

265 1 DPAFCT DC X'00' NUMBER OF FUNCTION TO BE CALLED
266 1 DPACMSFT EQU X'00' NUMBER OF CSECT MAP FUNCTION
267 1 DPAGASFT EQU X'04' NUMBER OF GET ADDRESS FUNCTION
268 1 DPAFUSFT EQU X'08' NUMBER OF PU FUNCTION
269 1 DPAMAXNF EQU X'08' MAXIMAL NUMBER ADMITTED FOR A FUNCTION
270 1 DPARTH DC X'00' RETURN CODE,SEE EQU'S GIVEN AT THE
271 1 * SPECIFIC FUNCTION
272 1 DPALINK DC F'0' DUMPFIL-LinkNUMBER.HAVE TO BE GIVEN IF
273 1 * NO A(READROUTINE) 'READ' WAS GIVEN.
274 1 DPAREAD DC A(0) A(DUMPFIL'S READ ROUTINE OF CALLER)
275 1 * IF GIVEN,THEN 'DPACCES' DOES NOT NEED
276 1 * HAVE IT'S OWN DUMPFIL-ACCESS ROUTINE
277 1 DPAATCB DC A(0) A(TCB) TO BE PROVIDED BY THE CALLER
278 1 *
279 1 DPASYSBS DC A(0) A(SYSBASE) TO BE PROVIDED BY THE CALLER
280 1 *
281 1 DPAAXVT DC A(0) A(XVT) TO BE PROVIDED BY THE CALLER
282 1 *
283 1 DPAIND DC F'0' INDICATOR OF THE DUMPFIL TYPE.
284 1 *
285 1 DPAITH DC F'0' THE ITN NUMBER (JUSTIFIED RIGHT) OF THE
286 1 * TASK TO BE ACCESSED.

```


FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
					287	1 *	
					288	1 *	
					289	1 *	
000020	00000000				290	1 DPABUFAD DC	A(0)
000024	00000000				291	1 DPABUFLE DC	F'0'
000028	00				292	1 DPAFLAG DC	X'00'
					293	1 *	
	000004				294	1 DPAUSER EQU	X'04'
	000008				295	1 DPASYST EQU	X'08'
					296	1 *	
					297	1 *	
					298	1 *	
					299	1 *	
					300	1 *	
					301	1 *	
					302	1 *	
	00000C				303	1 DPAALL EQU	DPAUSER+DPASYST
	000020				304	1 DPASUCC EQU	X'20'
	00002C				305	1 DPAFLAGM EQU	DPASUCC+DPAALL
							MAXIMAL VALUE OF THE FLAG
	000029				306	1 DPADIV2 EQU	*
					307	1 *****	
					308	1 *	
					309	1 *	
					310	1 *	ADDITIONAL INPUT PARAMETERS NEEDED TO CALL THE CSECT MAP
					311	1 *	FUNCTION.
					312	1 *****	
000029	4040404040404040				313	1 DPACMHAM DC	CL41' '
					314	1 *	
					315	1 *	
					316	1 *	
					317	1 *	
							NAME OF PROGRAM UNIT. IF NO NAME IS
							GIVEN, THE DEFAULT IS
							USER PROGRAM IF &ID.FLAG = &ID.USER
							SYSTEM NUCLEUS IF &ID.FLAG = &ID.SYST
					318	1 *****	
					319	1 *	
					320	1 *	
					321	1 *	
					322	1 *****	
							OUTPUT PARAMETERS FOR THE CMFCT SUBFUNCTION.
	000001				323	1 DPACMRTN EQU	DPARTN
	000000				324	1 DPACMOK EQU	X'00'
	000004				325	1 DPACMFE EQU	X'04'
							RETURN CODE NAME FOR CMFCT
							O.K. NO PROBLEM.
							FORMAL ERROR

THIS IS NEEDED ONLY FOR SLED-FILES, IF
A TASK SPECIFIC INFORMATION SHOULD BE
ACCESSED.

A(CALLER BUFFER);WORD-ALIGNED
LENGTH OF CALLER BUFFER
FLAG BYTE

PART TO BE ACCESSED

ONLY NOT PRIVILEGED TO BE ACCESSED
ONLY PRIVILEGED TO BE ACCESSED

IF NEITHER IS SET THEN ACCESS OF
PRIVILEGED PU IS ASSUMED, IF BOTH

ARE SPECIFIED, THE FIRST PU THAT
WILL BE FOUND WITH THE GIVEN NAME

WILL BE TAKEN, REGARDLESS OF PRIVILEGE
STATE. SEARCH WILL STARTED WITH NON-

PRIVILEGED PU'S.

IF BOTH ARE DESIRED

SUCCESSIVE CALL

DPASUCC+DPAALL

ADDITIONAL INPUT PARAMETERS NEEDED TO CALL THE CSECT MAP
FUNCTION.

NAME OF PROGRAM UNIT. IF NO NAME IS
GIVEN, THE DEFAULT IS

USER PROGRAM IF &ID.FLAG = &ID.USER

SYSTEM NUCLEUS IF &ID.FLAG = &ID.SYST

OUTPUT PARAMETERS FOR THE CMFCT SUBFUNCTION.

RETURN CODE NAME FOR CMFCT

O.K. NO PROBLEM.

FORMAL ERROR

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
------	------	-------------	-------	-------	------	---	------------------

					326	1	*	-BUFFER NOT WORD-ALIGNED
					327	1	*	-NO BUFFER GIVEN
					328	1	*	-NO LENGTH OF THE BUFFER GIVEN
					329	1	*	-NO TCB ADDRESS GIVEN
					330	1	*	-NO XVT ADDRESS GIVEN
					331	1	*	-NO SYSBASE ADDRESS GIVEN
					332	1	*	-NEITHER A(READ) NOR LINK# GIVEN
					333	1	*	-INVALID SUBFUNCTION CODE
					334	1	*	-INVALID ITN GIVEN
	000008				335	1	DPAMODE EQU X'08'	MODULE ERROR
	00000C				336	1	DPACMWA EQU X'0C'	A(TCB) OR A(XVT) OR A(SYSBASE) NOT
					337	1	*	WORD ALIGNED
	000010				338	1	DPACMGF EQU X'10'	FILE IS NOT OPEN.
	000014				339	1	DPACMS EQU X'14'	SPECIFIED TASK NOT FOUND
	000018				340	1	DPACMTQN EQU X'18'	TASK SPECIFICATION NECESSARY
	00001C				341	1	DPACMILN EQU X'1C'	INVALID LINK NUMBER
	000020				342	1	DPACMIND EQU X'20'	INVALID INDICATOR OF DUMPFIL TYPE
	000024				343	1	DPACMRNI EQU X'24'	A(READ) GIVEN BUT NO ITN GIVEN
	000028				344	1	DPACMOC EQU X'28'	G.K. BUFFER FILLED WITH INFORMATION
					345	1	*	BUT INFORMATION IS NOT COMPLETE,
					346	1	*	BECAUSE BUFFER IS TOO SMALL. SUCCESSIVE
					347	1	*	CALL IS NECESSARY, WHICH WILL RETURN THE
					348	1	*	NEXT PART OF THE INFORMATION (CALL WITH
					349	1	*	SAME PARAMETERS PLUS FLAG CMSUCC SET)
	00002C				350	1	DPACMIA EQU X'2C'	BUFFER NOT ACCESSABLE IN FULL LENGTH
	000030				351	1	DPACMPRE EQU X'30'	ERROR IN PAGE READ ROUTINE
	000034				352	1	DPACMTS EQU X'34'	BUFFER TOO SMALL, CAN NOT EVEN HOLD
					353	1	*	ONE SINGLE RECORD
	000038				354	1	DPACMNGC EQU X'38'	NO PROGRAM LOADED
	00003C				355	1	DPACMNP L EQU X'3C'	NO CSECT MAP FOUND, BUFFER IS EMPTY
	000040				356	1	DPACMPND EQU X'40'	PAGE NOT DUMPED
	000044				357	1	DPACMERS EQU X'44'	ERROR IN SYSTEM
	000048				358	1	DPACMGFL EQU X'48'	GLD FORMAT OF LOAD-INFORMATION
	00004C				359	1	DPACMHID EQU X'4C'	INFORMATION NOT IN DUMP
	000050				360	1	DPACMIN EQU X'50'	PU NOT FOUND
000054	00000000				361	1	DPACMHRT DC F'0'	NUMBER OF RETURNED RECORDS
	000058				362	1	DPACMLGT EQU *-DPAFCT	

000000							
000000	4040404040404040						
000008	00000000						
00000C	00000000						
000010	0000000000000000						
		000010					
000010	000000						
000013	00						
000014	404040404040						
00001A	404040404040						

363	1	*****					
364	1	*					*
365	1	*	DESCRIPTION OF BUFFER LAYOUT				*
366	1	*					*
367	1	*****					
368	1	DPACMGUT DSECT					USE THE CALLER BUFFER
369	1	DPACMCSN DC CL8'					CSECT NAME
370	1	DPACMCSA DC A(0)					CSECT START ADDRESS
371	1	DPACMCSL DC F'0'					LENGTH OF THE CSECT
372	1	DPACMETD DC XL16'0'					ETPND INFORMATION
373	1	ORG DPACMETD					TO FULLFILLED WITH DETAILED INFO
374	1	DPACMMVN DC XL3'0'					VERSION NUMBER OF THE MODUL
375	1	DPACMLVN DC X'00'					MACRO LIBRARY VERSION NUMBER
376	1	DPACMASD DC CL6'					DATE OF ASSEMBLY
377	1	DPACMJUD DC CL6'					JULIAN DATUM

INTERFACE BETWEEN USER AND AIDSYS

15:36:23 84-12-13 PAGE 0010

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMNT	M	SOURCE	STATEMENT
	000020					378	1	DPACMRCL	EQU *-DPACMCSN LENGTH OF ONE RECORD

000058						379	1	MALIB	DSECT
--------	--	--	--	--	--	-----	---	-------	-------

FLAG LOCIN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

380 1 *****
381 1 *
382 1 * INPUT PARAMETERS NEEDED BY THE GET ADDRESS FUNCTION. *
383 1 *
384 1 *****

```

00002C 00000000

000029

```

385 1 GRG DPADIV2 CONTINUE PARAMETER INPUT
386 1 DPAGAVA DC A(0) ADDRESS FOR WHICH THE INFORMATION
387 1 * SHOULD BE FETCHED (MANDATORY)

```

```

388 1 *****
389 1 *
390 1 * OUTPUT PARAMETERS FOR GAFCT *
391 1 *
392 1 *****

```

000001
000000
000004

```

393 1 DPAGARTN EQU DPARTN
394 1 DPAGARK EQU X'00'
395 1 DPAGAFE EQU X'04'
396 1 *
397 1 *
398 1 *
399 1 *
400 1 *
401 1 *

```

O.K. NO PROBLEM
FORMAL ERROR
-NO TCB ADDRESS GIVEN
-NO XVT ADDRESS GIVEN
-NO SYSBASE ADDRESS GIVEN
-NEITHER A(READ) NOR LINK# GIVEN
-INVALID SUBFUNCTION NUMBER
-INVALID ITN GIVEN

000008
00000C

```

402 1 DPAGAME EQU X'08'
403 1 DPAGANWA EQU X'0C'
404 1 *

```

MODULE ERROR
A(TCB) OR A(XVT) OR A(SYSBASE) NOT
WORD ALIGNED

000010

405 1 DPAGAGF EQU X'10'

FILE IS NOT OPEN

000014

406 1 DPAGAS EQU X'14'

SPECIFIED TASK NOT FOUND

000018

407 1 DPAGATQN EQU X'18'

TASK QUALIFICATION NECESSARY

00001C

408 1 DPAGAILN EQU X'1C'

INVALID LINK NUMBER GIVEN

000020

409 1 DPAGAIIND EQU X'20'

INVALID INDICATOR OF DUMPFIL TYPE

000024

410 1 DPAGARNI EQU X'24'

A(READ) GIVEN BUT NO ITN GIVEN

000028

411 1 DPAGANA EQU X'28'

ADDRESS NOT ALLOCATED

00002C

412 1 DPAGAI AF EQU X'2C'

INPUT ADDRESS IN CONFLICT WITH FLAG

000030

413 1 DPAGAPRE EQU X'30'

ERROR IN PAGE READ ROUTINE

000034

414 1 DPAGAERS EQU X'34'

ERROR IN SYSTEM

000038

415 1 DPAGANPL EQU X'38'

NO PROGRAM LOADED

00003C

416 1 DPAGANID EQU X'3C'

INFORMATION NOT IN DUMP

000040

417 1 DPAGAPND EQU X'40'

PAGE NOT DUMPED

000030 4040404040404040

418 1 DPAGASEC DC CL8'

NAME OF THE CSECT

000038 00000000

419 1 DPAGASTA DC A(0)

START ADDRESS OF THE CSECT

00003C 00000000

420 1 DPAGAREL DC A(0)

RELATIVE ADDRESS(GIVEN ADDRESS

421 1 *

MINUS START ADDRESS)

000040 00000000

422 1 DPAGACSL DC F'0'

LENGTH OF CSECT

000044

423 1 DPAGALEN EQU *-DPAFCT

LENGTH OF THE PARAMETER LIST

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
------	------	-------------	-------	-------	------	---	------------------

	424	1	*****				
	425	1	*				
	426	1	*****				
	427	1	*****				
	428	1	*****				

ADDITIONAL INPUT PARAMETERS NEEDED FOR PU SUBFUNCTION.

	429	1	*	N O N E			
--	-----	---	---	---------	--	--	--

	430	1	*****				
	431	1	*				
	432	1	*****				
	433	1	*****				
	434	1	*****				

OUTPUT PARAMETERS OF THE PU SUBFUNCTION.

000001
000000
000004

435	1	DPAPURTN	EQU	DPARTN
436	1	DPAPUGK	EQU	X'00'
437	1	DPAPUFE	EQU	X'04'

O.K. NO PROBLEM

FORMAL ERROR

-BUFFER ADDRESS NOT WORD-ALIGNED
-NO BUFFER ADDRESS GIVEN
-NO BUFFER LENGTH GIVEN
-ILLEGAL SUBFUNCTION NUMBER
-NO TCB ADDRESS GIVEN
-NO XVT ADDRESS GIVEN
-NO SYSBASE ADDRESS GIVEN
-NEITHER A(READ) NOR LINK# GIVEN
-INVALID ITN GIVEN

000008

447	1	DPAPUNWA	EQU	X'08'
448	1	*		

A(TCB) OR A(XVT) OR A(SYSBASE) NOT
WORD ALIGNED

00000C
000010
000014
000018

449	1	DPAPUGF	EQU	X'0C'
450	1	DPAPUSTN	EQU	X'10'
451	1	DPAPUTQN	EQU	X'14'
452	1	DPAPUGC	EQU	X'18'

FILE IS NOT OPEN

SPECIFIED TASK NOT FOUND

TASK QUALIFICATION NECESSARY

O.K. BUT BUFFER FILLED WITH

INFORMATION AND INFORMATION IS NOT
COMPLETE, SUCCESSIVE CALL NECESSARY
WITH SAME PARAMETERS, BUT PUSUC FLAG
SET.

00001C
000020
000024
000028

457	1	DPAPUILN	EQU	X'1C'
458	1	DPAPUIND	EQU	X'20'
459	1	DPAPURNI	EQU	X'24'
460	1	DPAPUIA	EQU	X'28'

INVALID LINK NUMBER GIVEN

INVALID INDICATOR OF DUMPFIL TYPE

A(READ) GIVEN BUT NO ITN GIVEN

BUFFER NOT WRITE ACCESSIBLE IN FULL
LENGTH.

00002C
000030

462	1	DPAPUNG	EQU	X'2C'
463	1	DPAPUTS	EQU	X'30'

NO PU FOUND, BUFFER IS EMPTY

BUFFER LENGTH TOO SHORT TO CONTAIN

ONLY ONE ANSWER.

NUMBER OF RETURNED RECORDS

000044 00000000

000048

464	1	*		
465	1	DPAPUNST	DC	F'0'
466	1	DPAPULGT	EQU	*-DPAFCT

FLAG LOCN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

467 1 *****
468 1 *
469 1 *      DESCRIPTION OF BUFFER LAYOUT
470 1 *
471 1 *****

```

```

000000
000000 00000000
000004 4040404040404040
00002D 404040

```

```

000004
000008
00002C

```

```

472 1 DPAGUTPU DSECT
473 1 DPAPUCRI DC      A(0)      POINTER TO CRIA
474 1 DPAPUNAM DC      CL41' '   NAME OF PROGRAM UNIT
475 1 DPAPUST DC      CL3' '    PU STATE
476 1 DPAPUPRI EQU     DPAUSER   PU IS IN PRIVILEGED STATE
477 1 DPAPUNPR EQU     DPASYST   PU IS IN NON PRIVILEGED STATE
478 1 DPAPURCL EQU     *-DPAPUNAM

```

```

479 1 *****
480 1 *
481 1 *      THE FOLLOWING EQUATES ARE DONE IN ORDER TO BE ABLE
482 1 *      TO VALIDATE SOME INPUT PARAMETERS
483 1 *
484 1 *****

```

000040

```

485 1 DPABOTH EQU      X'40'      FLAG USED TO SEE IF BOTH PRIVILEGED AND
486 1 *
487 1 *

```

0000FD

```

488 1 DPARESET EQU     X'FD'
489 1 *
490 1 *

```

000003

```

491 1 *
492 1 DPALNKL EQU       3          B'11111101' IT IS USED FOR RESETTNG THE
493 1 *                          SYSTEM BIT SET IF BOTH WAS SPECIFIED
494 1 *                          NOW THE FIRST CALL DONE IS WITH NON PRIVILEGE
495 1 *                          NUMBER OF BYTES WHICH MUST BE TESTED IN ORDER

```

000003

```

496 1 DPAITNL EQU       3          TO VALIDATE THE CALLER GIVEN IND AND ALSO THE
497 1 *                          NUMBER OF BYTES TO BE TRANSFERED FROM A FW TO

```

0000F3

```

498 1 DPAVALFN EQU     X'FF'-DPAGASFT-DPAUSFT
499 1 *                          THE ASERP CORRESPONDING ZONE>
500 1 *                          NUMBER OF BYTES WHICH MUST BE TESTED IN
501 1 *                          ORDER TO VALIDATE THE CALLER GIVEN ITN
502 1 *                          THIS FIELD IS USED AS A BINARY MASK OF
503 1 *                          B'11110011' TO VALIDATE THE FUNCTION
504 1 *                          NUMBER WHICH ONLY CAN BE
505 1 *                          B'00000000' GR B'000000100' GR B'00001000'
506 1 *                          GR B'00001100' ALL BITS SETS ARE NOT TESTED!

```

000003

```

504 1 DPAVALFW EQU     X'03'      THE CORRESPONDING BINARY MASK IS B'00000011'
505 1 *                          WHICH IS THE MASK TO TEST IF THE ADDRESS
506 1 *                          GIVEN BY THE CALLER IS FULLWORD ALIGNED

```


FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
------	------	--------	------	-------	-------	------	---	------------------

						507	1	*	THAT MEANS DIVIDABLE BY 4
0000DF						508	1	DPAFLAGT EQU X'FF'-DPASUCC	
						509	1	*	B'11101111' IT IS USED IS TO TEST IF A
						510	1	*	IT IS THE FIRST CALL OR A SUCCESSIVE ONE
000003						511	1	DPAINDL EQU 3	THIS IS THE NUMBER OF BYTES TO BE BYPASSED
						512	1	*	BECAUSE GIVEN IS FW AND RECEIVED IS A BYTE
0000DF						513	1	DPAUSSET EQU DPAFLAGT	B'11011111' IT IS USED TO TEST IF THE FLAG
						514	1	*	IS SET IN THE MEANING OF USER OR SYSTEM
						515	1	*	DUMPPFILE ACCESS IS WANTED.WHY NOT USE THE
						516	1	*	FOLLOWING MASK B'11111111'? BECAUSE THE
						517	1	*	FLAG IS ALSO USED FOR SETTING IF FIRST CALL
0000D3						518	1	DPAVALFL EQU X'FF'-DPASUCC-DPASYST-DPAUSER	
						519	1	*	B'11010011' IN ORDER TO VALIDATE THE VALUE
						520	1	*	OF THE FLAG BECAUSE THE ONLY PERMITTED
						521	1	*	BITS TO BE SET ARE B'00*0**00'.IF OTHERS
						522	1	*	ARE SET ...THERE IS AN ERROR
0000FF						523	1	DPARTNT EQU X'FF'	B'11111111' THESE FIELD IS USED TO SEE
						524	1	*	WETHER THERE IS A NULL RETURN CODE FROM
						525	1	*	AIDSYS05 OR AIDSYS02 OR AIDSYS04 IF
						526	1	*	IT IS NOT NULL,THEN GOTQ TRANSLATION OF
						527	1	*	THE RETURNED CODE TO THE CALLER EXPECTED
						528	1	*	ONE
000007						529	1	DPALINK# EQU X'07'	THIS FIELD IS USED FRQ HANDLING THE MAXIMUM OF
						530	1	*	GULTIG LINK NUMBER.IT IS USED TO SEE WETHER
						531	1	*	THE CALLER HAS GIVEN A VALID LINK NUMBER TO
						532	1	*	US FOR HIS DUMPPFILE.THESE NUMBER CAN VARY
						533	1	*	THAT IS THE RAISON WHY IT IS DONE BY THIS WAY

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
------	------	--------	------	-------	-------	------	---	--------	-----------

000000

000000

000000

534		SERVE		ASERP	DSECTAID				
535	1	SERVE		DSECT					
536	1			IDLKG	VER=022				
537	2				*,VERSION 022				
538	2			CNQP	0,4				
539	2			DS	OF				
540	1			*****					
541	1	*							*
542	1	*		ASERP IS THE ONLY INTERFACE BETWEEN AID AND AIDSYS.					*
543	1	*		THE PARAM-LIST CONSISTS OF TWO PARTS: A COMMON					*
544	1	*		HEADER FOR ALL FUNCTIONS AND THE PARAMETERS FOR					*
545	1	*		EACH FUNCTION. TO CALL AIDSYS FOR A SERVICE-REQUEST,					*
546	1	*		THE CALLER JUST HAS TO SET SOME HEADER-PARAMS AND					*
547	1	*		ALL NECESSARY PARAMS FOR THAT SPECIFIC FUNCTION.					*
548	1	*		ALL PARAMS OF ANY OTHER FUNCTION MUST NOT BE SET,					*
549	1	*		BECAUSE DOING SO WOULD OVERWRITE THE OTHER PARAMS.					*
550	1	*		A SPECIAL NOTE TO THE HEADER:					*
551	1	*		ASACAIDS IS ALWAYS SET BY AIDSYS AND MUST NOT BE					*
552	1	*		ALTERED, BECAUSE THIS FIELD HOLDS THE ADDRESS OF					*
553	1	*		THE ENTRY IN AIDSYS FOR ALL SERVICE-REQUESTS.					*
554	1	*		ASAPC IS SET BY AIDSYS, TOO, FOR EVERY RETURN TO					*
555	1	*		AID. ASAFCT AND ASASBCT MUST ALWAYS BE SET BY AID.					*
556	1	*							*
557	1	*		PARAMS:	I =	PREFIX; A MAXIMUM OF 3 CHARACTERS			*
558	1	*				IS ALLOWED; DEFAULT IS 'ASA'			*
559	1	*							*
560	1	*		FCT =	SPECIFIES THE FUNCTION(S) TO BE				*
561	1	*			SELECTED (WITH COMPLETE HEADER).				*
562	1	*			DEFAULT IS 'ALL'				*
563	1	*		= ALL	COMPLETE ASERP WITH ALL				*
564	1	*			FUNCTIONS; THIS IS				*
565	1	*			COMPATIBLE WITH V6/V7.0				*
566	1	*		= SETTP	SET TESTPOINTS				*
567	1	*		= DELTP	DELETE TESTPOINTS				*
568	1	*		= OUTPUT	DATA OUTPUT				*
569	1	*		= GETADDR	GET ADDRESS				*
570	1	*		= OPENDUMP	OPEN DUMPED TASK				*
571	1	*		= REQM	REQUEST MEMORY				*
572	1	*		= RELM	RELEASE MEMORY				*
573	1	*		= CALLSYST	CALL SYSTEM				*
574	1	*		= CLOSEDMF	CLOSE DUMPFIL				*
575	1	*		= CLOSEGUT	CLOSE OUTPUT-FILE &				*
576	1	*			AID-MEMORY-POOLS				*
577	1	*		= SETSW	SET SWITCHES				*
578	1	*		= STS	LOAD/UNLOAD STS-MODULE				*
579	1	*		= INFORM	INFORM				*
580	1	*		= MOVE	DATA MANIPULATION				*
581	1	*		= HELP	ACCESS HELP-FILE				*
582	1	*		= TMODE	GET TERMINAL-INFORMATION				*
583	1	*		= LADINF	GET LOADER-INFORMATION				*
584	1	*		= ALPOINT	CHANGE ACTIONLISTPOINTER				*
585	1	*		= SYSEDT	SYSTEM - EDIT				*
586	1	*		= DATE	GET DATE				*
587	1	*		= HNI	HARDWARE-INFORMATION				*
588	1	*		= HIA	HARDWARE-INFORMATION F.A.				*

02119000

00001300

00002800

00003500

FLAG LOC TN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

589 1 *          = SAVE          TABELLENSICHERUNG          *
590 1 *
591 1 *          INF = YES        DESCRIPTION OF ASERP WILL    *
592 1 *                                BE PRINTED OUT (DEFAULT). *
593 1 *          = NO            NO PRINT-OUT OF DESCRIPTION   *
594 1 *
595 1 *****

```

```

000000 596 1 ASASERVE DS      OF          USER INTERFACE FOR AID TO AIDSYS
597 1 *****
598 1 **
599 1 **          GENERAL EQUATES FOR AIDSYS-INTERNAL USE ONLY **
600 1 **
601 1 *****
000010 602 1 ASADUMP EQU      X'10'        ZUGRIFF AUF DUMPDATFI
000004 603 1 ASAFE EQU      X'04'        ANZEIGE FUER FORMALER FEHLER
000000 604 1 ASATH EQU      X'00'        NICHT VERWENDET
000000 605 1 ASATSN EQU      X'00'        NICHT VERWENDET
000004 606 1 ASAUQUAL EQU    X'04'        EINGABE IST UEBERQUALIFIZIERT
000000 607 1 ASANRG EQU      X'80'        WRITE INTO R/G-PAGE
000022 608 1 ASAVERS# EQU    X'022'      ACTUAL MACRO-VERSION#

```

```

609 1 *****
610 1 **
611 1 **          STANDARD - H E A D E R      FOR ALL FUNCTIONS **
612 1 **
613 1 *****
000000 614 1 ASACAIDS DC      A(0)          A(LINK-CODING AID --> AIDSYS)
000004 615 1 ASACALL1 DC     A(0)          FREE FOR CALLER
000008 616 1 ASACALL2 DC     A(0)          FREE FOR CALLER
000000 617 1 ASAPC DC      A(0)          PC OF INTERRUPTED PROGRAM
000001 618 1 ASANGPCB EQU    X'000001'    FALLS 'ASAPC'=X'00000001', DANN IST
619 1 *          KEIN PROGRAMM GELADEN
620 1 ASAVERS DC      ALL(ASAVERS#)      MACRO-VERSION#
621 1 ASAFCT DC      X'00'          FUNKTION; DIE EINZELNEN FUNKTIONS-
622 1 *          CODES STEHEN JEWELIS AM ANFANG DER
623 1 *          FUNKTIONSBESCHREIBUNG
000012 624 1 ASASSBCT DC     X'00'        SUBFUNKTION; SIEHE BEI DEN EINZELNEN
625 1 *          HAUPTFUNKTIONEN BZGL. DES CODES
000013 626 1 ASARETRN DC     X'00'        RUECKKEHR-CODE
000014 627 1 ASAHEAD EQU    *-ASASERVE   LENGTH OF HEADER
000014 628 1 ASALABEL EQU    *

```

```

629 1 *****
630 1 **
631 1 **          S E T   T E S T P O I N T          **
632 1 **          ----- **
633 1 **          DIESER SERVICE DIENT ZUM SETZEN VON AID-TESTPUNKTEN (SVC 129), **
634 1 **          ZUM ANMELDEN EINES MASCHINEN-TRACE UND VON ASYNCHRONEN **
635 1 **          EREIGNISSEN. **
636 1 **
637 1 *****

```


FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
			000014		638	1	ORG ASALABEL
					639	1	*****
					640	1	** HEADER - PARAMETER **
					641	1	*****
		000000			642	1	ASAST EQU X'00' FUNCTION=SET TESTPGINT
		000000			643	1	ASASTL EQU X'00' SUBFUNCTION=EXPLICIT LOCATION
		000004			644	1	ASASTE EQU X'04' SUBFUNCTION=EVENTS (ANY,SVC,...)
					645	1	* & MACHINE-TRACE
		000008			646	1	ASASTFT EQU X'08' SUBFUNCTION=STATEMENT-TRACE
		000008			647	1	ASASTMAX EQU X'08' MAX. # OF SUBFUNCTION
					648	1	*****
					649	1	** AUFRUF - PARAMETER **
					650	1	*****
000014					651	1	ASASTLGC DS OF L: LGC OF EXPL TESTPGINT
000014					652	1	ASASTEV DS GC E: EVENT CLASS
		000040			653	1	ASASTCLO EQU X'40' MACHINE-TRACE
		000020			654	1	ASASTCL1 EQU X'20' AIDSYS-CLASS1: SVC-INTERRUPTS
					655	1	* ERROR-CODE X'50'
		000010			656	1	ASASTCL2 EQU X'10' AIDSYS-CLASS2: TERMINATION
					657	1	* - EVENT-CODES X'00' - X'02'
		000008			658	1	ASASTCL3 EQU X'08' AIDSYS-CLASS3: ERROR-FLAG
					659	1	* - EVENT-CODES: X'48'
					660	1	* X'54'-X'78'
		000004			661	1	ASASTCL4 EQU X'04' AIDSYS-CLASS4: ILLSTXIT
					662	1	* - EVENT-CODES: X'03' - X'05'
					663	1	* X'0C'
		000002			664	1	ASASTCL5 EQU X'02' AIDSYS-CLASS5: STXIT
					665	1	* - EVENT-CODES: X'06'
					666	1	* X'44'
					667	1	* X'4C'
		000001			668	1	ASASTCL6 EQU X'01' AIDSYS-CLASS6: LPOV/LINK
					669	1	* - EVENT-CODES: X'07'
		000080			670	1	ASASTCL7 EQU X'80' AIDSYS-KLASSE 7: AUDIT
000014	00000000				671	1	ASASTALM DC A(0) FT: A(LMIR); KANN AUS AIDSYS-DESCRIPTOR
					672	1	* ENTNOHMEN WERDEN
000018	00000000				673	1	ASASTTRC DC A(0) FT: A(TRACE-PUNKT-PUFFER)
00001C	00000000				674	1	ASASTTLN DC A(0) FT: ANZAHL DER SAETZE IM TRACEPUNKT-
					675	1	* PUFFER INCLUSIVE ALLER FOLGEAUFRUFE.
					676	1	* FALLS EIN FORTSETZUNGSAUFRUF VORGE-
					677	1	* SEHEN IST, MUSS DIE ANZEIGE 'STLN'
					678	1	* GESETZT WERDEN. BEI FOLGEAUFRUFEN
					679	1	* WIRD 'STLN' NICHT MEHR BETRACHTET.
000020	0000				680	1	ASASTITH DC H'0' ALL: (OPTIONAL) ITH. X'0000' BEDEUTET
					681	1	* ZUGRIFF AUF DEN DEFAULT-TASK.
000024	00000000				682	1	ASASTTSN DC A(0) ALL: (OPTIONAL) TSN. A(0) BEDEUTET
					683	1	* ZUGRIFF AUF DEN DEFAULT-TASK.
000028	00				684	1	ASASTFB DC X'00' ALL: FLAGBYTE
		000000			685	1	ASASTFSN EQU ASATSN NICHT VERWENDET
		000000			686	1	ASASTFTN EQU ASAITN NICHT VERWENDET
		000040			687	1	ASASTALL EQU X'40' ALL TASKS MUST REACT
		000020			688	1	ASASTEXC EQU X'20' EXCLUDE TASK SPECIFIED BY STTSK

FLAG	LOC	CTN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
				000010		689	1	ASASTLNK EQU X'10'	TRACE-POINT-LIST WILL BE CONTINUED
				000008		690	1	ASASTOWN EQU X'08'	TASK THAT SETS TP MUST ALSO REACT
				000002		691	1	ASASTPH EQU X'02'	STLGC IST REALE ADRESSE
				000001		692	1	ASASTP2 EQU X'01'	EVT: SET: EVENT IS FOR STATE=P2
						693	1	*	RESET: EVENT IS FOR STATE=P1
						694	1	*	(MIRD VORLAUEFIG NUR FUER EREIGNIS-
						695	1	*	KLASSE 'SVC' AUSGEWERTET)
000029	00					696	1	ASASTTSK DC XL1'00'	ALL: TASK THAT HAS TO REACT ON TP
00002A						697	1	ASASTLL DS 0CL3	NOT USED
00002A	00					698	1	ASASTTYP DC X'00'	FT: TRACE-KLASSE; JEDE KLASSE IST DURCH
						699	1	*	EIN BIT GEKENNZEICHNET. MINDESTENS
						700	1	*	EIN BIT MUSS GESETZT SEIN.
00002B	00					701	1	ASASTFB2 DC X'00'	L/FT: FLAGBYTE 2 (OPTIONAL)
				000080		702	1	ASASTWRG EQU ASAWRG	IGNORE READ-ONLY-PROTECTION
00002C	000000000					703	1	ASASTUAD DC A(0)	ALL: A(AKTIONSLISTE)
						704	1	*****	
						705	1	** RUECKKEHR - PARAMETER **	
						706	1	*****	
000013						707	1	ASASTRTN EQU ASARETRN	ALL: RETURN CODE
000000						708	1	ASASTGK EQU X'0'	ALL: ALL GK
000004						709	1	ASASTFE EQU X'4'	ALL: FORMALER FEHLER.
						710	1	*	- AUFRUFER DARF DIESE FUNKTION
						711	1	*	NICHT AUFRUFEN (NUR AID)
						712	1	*	- UNBEKANNTE SUBFUNKTION
						713	1	*	- UNDEFINIERT EREIGNISKLASSE
						714	1	*	- KEIN REAGIERENDER TASK ANGEGBEN
						715	1	*	- ITN GROESSER ALS 255
						716	1	*	- KEINE AKTIONSLISTE ANGEGBEN
000008						717	1	ASASTTTS EQU X'8'	ALL: TEST PRIVILEGIERUNG IST ZU KLEIN.
						718	1	*	DIE MAX. USERBERECHTIGUNG WUERDE
						719	1	*	ABER AUSREICHEN
00000C						720	1	ASASTTAS EQU X'C'	ALL: TEST PRIVILEGIERUNG IST ZU KLEIN.
						721	1	*	AUCH DIE MAX. BERECHTIGUNG REICHT
						722	1	*	NICHT AUS
000010						723	1	ASASTADE EQU X'10'	L: TESTPUNKT-ADRESSE NICHT ALLGKIERT
000014						724	1	ASASTENA EQU X'14'	E: EREIGNIS NICHT ERLAUBT, DA 'IDA'
						725	1	*	SCHON EIN EREIGNIS GESETZT HAT.
000018						726	1	ASASTNFI EQU X'18'	ALL: ITN NICHT AKTIV
00001C						727	1	ASASTGDD EQU X'1C'	L: TESTPUNKT-ADRESSE NICHT AUF HALB-
						728	1	*	WORTGRENZE.
000020						729	1	ASASTTPE EQU X'20'	L: TESTPOINT EXISTS ALREADY, A(1ST AL)
						730	1	*	IS IN ASASTWRD
000024						731	1	ASASTMNF EQU X'24'	L/FT: MODUL NICHT GEFUNDEN
000028						732	1	ASASTNMA EQU X'28'	ALL: KEIN SPEICHER VERFUEGBAR.
00002C						733	1	ASASTNFT EQU X'2C'	ALL: TASK MIT ANGEGBENER TSN IST
						734	1	*	NICHT AKTIV
000030						735	1	ASASTNT EQU X'30'	L: EIN ANDERER TASK BLGCKIERT ZUGRIFF
						736	1	*	AUF TESTPUNKT-VERWALTUNG.
000034						737	1	ASASTNGT EQU X'34'	ALL: ANFORDERUNG NICHT ERFUELLT.
						738	1	*	SIEHE 'STFBR'
000038						739	1	ASASTREJ EQU X'38'	ALL: FREMDTASK-ZUGRIFF NOCH NICHT
						740	1	*	IMPLEMENTIERT
00003C						741	1	ASASTIDT EQU X'3C'	L: AID-TESTPUNKT KANN NICHT GESETZT

FLAG	LOC	CTN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
							742	1	*	WERDEN, DA SCHON 'IDA'-TESTPUNKT
							743	1	*	AN ANGEGEBENER ADRESSE
			000040				744	1	ASAST1CL EQU	X'40' FT: ERSTER AUFRUF DER SUBFKT. 'TFT'
							745	1	*	UND 'STTLN' IST NICHT GESETZT.
			000044				746	1	ASASTTMA EQU	X'44' L/FT: TPLIST NOT ALLGATED
			000048				747	1	ASASTVRR EQU	X'48' ALL: VALIDATION-ERROR
			00004C				748	1	ASASTPHY EQU	X'4C' ALL: ZUGRIFF MIT REALER ADRESSE NICHT
							749	1	*	MOEGLICH
			000050				750	1	ASASTIRG EQU	X'50' L/FT: ILLEGAL WRITE-ACCESS OF READ-ONLY PAGE
000030							751	1	ASASTXXX DS	0X
000030	00						752	1	ASASTFBR DC	XL1'00'
			000080				753	1	ASASTRCT EQU	X'80' ALL: FLAG BYTE
							754	1	*	ALL: REACTING TASK(S)-INDICATOR IS ...
			000040				755	1	ASASTGTK EQU	X'40' L: TP EXISTS ALREADY AND WAS SET BY
							756	1	*	ANOTHER TASK.
			000020				757	1	ASASTMPL EQU	X'20' E: ALL EVENTS REJECTED, BECAUSE
							758	1	*	THERE IS NO PROGRAM LOADED
			000010				759	1	ASASTIDA EQU	X'10' E: MACHINE-TRACE REJECTED, BECAUSE
							760	1	*	THERE IS A PARALLEL IDA-TRACE
			000004				761	1	ASASTQUL EQU	ASAUQUAL ALL: UEBERQUALIFIZIERTE EINGABE
000034	000000000						762	1	ASASTWRD DC	7A(0) ALL: A(ACTIONLISTS). IF EVENTS ARE TO BE
							763	1	*	SET, THEN 1ST WORD REFERS TO CLASS1,
							764	1	*	THE N-TH WORD TO CLASS N. OTHERWISE
							765	1	*	ONLY 1ST WORD WILL BE SET.
000050	000000000						766	1	ASASTCHT DC	A(0) FT: FOR TRACE ONLY; #(TRAPCODES), THAT
							767	1	*	COULD NOT GET SET
			000024				768	1	ASASTLEN EQU	*-ASASTXXX LENGTH(RET.PARAMS)
							769	1	*****	*****
							770	1	**	**
							771	1	**	DELETE TESTPOINT **
							772	1	**	----- **
							773	1	**	MIT DIESEM SERVICE KANN EIN AID-TESTPUNKT (SVC 129), EIN ODER **
							774	1	**	MEHRERE STATEMENTTRACE-KLASSEN, DER MASCHINENTRACE ODER EIN **
							775	1	**	ODER MEHRERE EREIGNISKLASSEN GELGESCHT WERDEN. **
							776	1	**	**
							777	1	*****	*****
			000014				778	1	GRG ASALABEL	
							779	1	*****	*****
							780	1	**	HEADER - PARAMETER **
							781	1	*****	*****
			000004				782	1	ASADT EQU	X'04' ALL: FUNCTION = DELETE TESTPOINT
000000							783	1	ASADTL EQU	X'00' L: SUBFUNCTION = EXPLICIT LOCATION
000004							784	1	ASADTE EQU	X'04' E: SUBFUNCTION = EVENTS (ANY,SVC,...)
000008							785	1	ASADTFT EQU	X'08' FT: SUBFUNCTION = FULLTRACE
000008							786	1	ASADTMAX EQU	X'08' MAX. # OF SUBFUNCTIONS
							787	1	*****	*****
							788	1	**	AUFRUF - PARAMETER **

FLAG LOC TN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

000014 00000000      789 1 *****
000018 00      790 1 ASADTLGC DC A(0) L: LOC OF EXPL TESTPOINT
000019 00      791 1 ASADTEVT DC X'00' E: EVENT-CLASS
00001A 0000      792 1 ASADTCTM DC X'00' FT: TRACE-TYPE
00001C 00000000      793 1 ASADTITH DC H'0' ALL: (OPTIONAL) ITN. X'0000' BEDEUTET
000020 00      794 1 * ZUGRIFF AUF DEN DEFAULT-TASK.
000022 00000000      795 1 ASADTTSN DC A(0) ALL: (OPTIONAL) TSN. A(0) BEDEUTET ZUGRIFF
000024 00000000      796 1 * AUF DEN DEFAULT-TASK
000026 00000000      797 1 ASADTFB DC X'00' ALL: FLAG BYTE
000028 00000000      798 1 ASADTFTH EQU ASAITN NICHT VERMENDET
00002A 00000000      799 1 ASADTFSH EQU ASATSN NICHT VERMENDET
00002C 00000000      800 1 ASADTALL EQU X'40' NOT USED
00002E 00000000      801 1 ASADTPH EQU X'20' ALL: 'DTLGC' IST REALE ADRESSE
000030 00000000      802 1 ASADTP2 EQU X'01' E: SET: EVENT IS FOR STATE=P2
000032 00000000      803 1 * RESET: EVENT IS FOR STATE=P1
000034 00000000      804 1 ASADTALM DC A(0) FT: A(LMIR) FOR TRACE-FCI

805 1 *****
806 1 ** RUECKKEHR - PARAMETER **
807 1 *****
000013 808 1 ASADTRTH EQU ASARETRN ALL: RETURN CODE
000014 809 1 ASADTSK EQU X'00' ALL: ALL G.K., USER WORD IN DTWRD
000015 810 1 ASADTFE EQU X'04' ALL: FORMALER FEHLER.
000016 811 1 * - AUFRUFER IST NICHT AID.
000017 812 1 * - UNBEKANNTER SUBEKT-CODE
000018 813 1 * - ITN GROESSER ALS 255
000019 814 1 * - FREMDTASKZUGRIFF
000020 815 1 * - SUBEKT = 'E' UND KEINE EREIGNIS
000021 816 1 * KLASSE ANGEZEIGT
000022 817 1 ASADTTPE EQU X'08' L/FT: LGC/TRACE DOES NOT EXIST
000023 818 1 ASADTNA EQU X'0C' L: TASK IS NOT ALLOWED TO DELETE TP
000024 819 1 ASADTSNR EQU X'10' L: TP DELETED, BUT SOURCE COULD NOT
000025 820 1 * BE RESTORED (NO TRAP SET)
000026 821 1 ASADTNFI EQU X'14' ALL: ITN/TSN NOT FOUND
000027 822 1 ASADTTTS EQU X'18' ALL: TESTPRIVILEGE TOO SMALL
000028 823 1 ASADTTAS EQU X'1C' ALL: TESTPRIVILEGE TOO SMALL IN ANY CASE
000029 824 1 ASADTFHY EQU X'20' L: REALE ADRESSE IST NICHT ERLAUBT

000028 825 1 ASADTXXX DS 0X
000029 00 826 1 ASADTNEX DC X'00' E: FLAGBYTE WITH SAME LAYOUT AS DTEVT.
00002A 00 827 1 * THE FLAGGED EVENTS WERE NOT SET.
00002B 00 828 1 ASADTRFB DC X'00' E: FLAGBYTE WITH SAME LAYOUT AS DTEVT.
00002C 00 829 1 * THE FLAGGED EVENTS COULD NOT BE
00002D 00 830 1 * REMOVED.
00002E 00 831 1 * THE FLAGGED EVENTS WERE NOT SET.
00002F 00 832 1 ASADTAAL DC 7A(0) ALL: ADDRESS OF 1ST ACTION-LIST
000030 00 833 1 * IF EVENTS GOT REMOVED, THERE WILL BE RETURNED
000031 00 834 1 * THE ADDRESS(ACTIONLIST) FOR EACH EVENT.
000032 00 835 1 ASADTFB2 DC X'00' ALL: ANZEIGENBYTE
000033 00 836 1 ASADTQUL EQU ASAUQUAL ALL: UEBERQUALIFIZIERTE EINGABE
000034 00 837 1 ASADTLEN EQU *-ASADTXXX LENGTH(RET.PARAMS)

```


FLAG LOCIN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

838 1 *****
839 1 **
840 1 **          DATA OUTPUT
841 1 **          -----
842 1 ** MIT DIESEM SERVICE KANN EIN LOGISCHER SATZ AUF EINES ODER
843 1 ** MEHRERE AUSGABEMEDIEN GLEICHZEITIG AUSGEGEBEN WERDEN. AUSSERDEM
844 1 ** KOENNEN MESSAGES AUS DEM MSG-FILE AUF 'SYSGUT' ODER DIE HAUPT-
845 1 ** KONSOLE AUSGEGEBEN WERDEN.
846 1 ** FALLS CONSOLE-I/O EINGESTELLT IST (SERVICE 'SET SWITCH'), ERFOLGT
847 1 ** JEDE FUER SYSGUT BESTIMMTE AUSGABE AUF DIE HAUPT-KONSOLE.
848 1 **
849 1 *****
000014 850 1          GRG ASALABEL

851 1 *****
852 1 **          HEADER - PARAMETER
853 1 *****
000008 854 1 ASADG EQU X'08'          ALL: FUNCTION = DATA OUTPUT
000000 855 1 ASADGMX EQU X'00'          MAX. # OF SUBFUNCTION

856 1 *****
857 1 **          AUFRUF - PARAMETER
858 1 *****
000014 00 859 1 ASADGMED DC X'00'          MEDIUM, INTO WHICH THE OUTPUT IS DONE
000001 860 1 ASADGHC EQU X'01'          HC: HARDCOPY
000002 861 1 ASADGFIL EQU X'02'          FIL: FILE, SEE DGFNR
000004 862 1 ASADGMEM EQU X'04'          MEM: MEMORY-Pool, SEE DGMN
000008 863 1 ASADGTER EQU X'08'          TER: SYSGUT
000010 864 1 ASADGPR EQU X'10'          PRT: SYSLST
000020 865 1 ASADGMSG EQU X'20'          MSG: MSG, NUMBER SEE DGMN, THIS
866 1 *          BIT IS EXCLUSIVE
000015 00 867 1 ASADGFNR DC X'00'          FIL: NUMBER OF FILES: LEFTMOST BIT
868 1 *          IS FILE #0. A MAXIMUM OF 8 FILES
869 1 *          IS POSSIBLE. AT LEAST 1 FILE
870 1 *          MUST BE GIVEN
000016 00 871 1 ASADGMN DC X'00'          MEM: # OF MEM'S
872 1 *          AT LEAST 1 MUST BE GIVEN.
873 1 *          LEFTMOST BIT IS MEM #0
000018 00000000 874 1 ASADGADR DC A(0)          ALL BUT MSG: ADDR. OF V-FORMATED OUTPUT
875 1 *          ADRESSE MUSS HALBWORTAUSGERICHTET SEIN
00001C 00 876 1 ASADGIND DC X'00'          ALL BUT MSG: INDICATOR BYTE

000018 877 1 GRG ASADGADR
00001C 00 878 1 ASADGMN DC A(0)          MSG: MESSAGE ID
879 1 ASADGBC DC X'00'          MSG: FLAGBYTE
880 1 ASADGNIL EQU X'00'          MSG: NO INDICATORS
000000 881 1 ASADGRPE EQU X'80'          MSG: REPLY EXPECTED
000080 882 1 ASADGCC EQU X'40'          MSG: OUTPUT TO CONSOLE
000040 883 1 ASADGIN DC X'00'          MSG: NUMBER OF INSERTS
884 1 ASADSRP DC XL2'00'          MSG: NOT USED
885 1 ASADSRP DC X'00'          MSG: SIZE OF REPLY (OPTIONAL - ABER FALLS
886 1 *          REPLY EXPECTED, MUSS LAENGE >0 SEIN)
00001D 00 887 1 ASADGARP DC AL3(0)          MSG: ADDRESS(REPLY) (OPTIONAL- ABER FALLS
00001E 0000 888 1 *          REPLY EXPECTED, MUSS ADRESSE HALBWORTAUSGERICHTET SEIN)
000020 00
000021 000000

```


FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
000024	00000000					889	1	ASADGINS DC	15A(0)
						890	1	*	
						891	1	*	
						892	1	*****	
						893	1	***** RUECKKEHR - PARAMETER *****	
						894	1	*****	
	000013					895	1	ASADGRTN EQU	ASARETRN
	000000					896	1	ASADGGK EQU	X'0'
	000004					897	1	ASADGFE EQU	X'4'
						898	1	*	
						899	1	*	
						900	1	*	
						901	1	*	
						902	1	*	
						903	1	*	
						904	1	*	
						905	1	*	
						906	1	*	
						907	1	*	
						908	1	*	
	000008					909	1	ASADGIMS EQU	X'8'
	00000C					910	1	ASADGBT EQU	X'C'
						911	1	*	
	000010					912	1	ASADGAIQ EQU	X'10'
	000014					913	1	ASADGGGM EQU	X'14'
	000018					914	1	ASADGGHM EQU	X'18'
	00001C					915	1	ASADGGHX EQU	X'1C'
	000020					916	1	ASADGGHF EQU	X'20'
	000024					917	1	ASADGGHM EQU	X'24'
	000028					918	1	ASADGGCH EQU	X'28'
						919	1	*	
						920	1	*	
	00002C					921	1	ASADGNT EQU	X'2C'
	000030					922	1	ASADGFIX EQU	X'30'
						923	1	ASADGXXX DS	0C
						924	1	ASADGMR DC	X'00'
						925	1	*	
000060						926	1	ASADGFMN DC	X'00'
000060 00						927	1	ASADGFB DC	X'00'
						928	1	ASADGGVF EQU	X'80'
						929	1	ASADGGTG EQU	X'40'
						930	1	ASADGGNG EQU	X'20'
						931	1	ASADGGXC EQU	X'10'
						932	1	ASADGTRM EQU	X'08'
						933	1	ASADGUPD EQU	X'04'
						934	1	ASADGUSF DC	A(0)
						935	1	ASADGERR DC	H'0'
						936	1	ASADGLEN EQU	*-ASADGXXX

MSG: MAX. 15 INSERTS. (OPTIONAL)
1ST BYTE HOLDS SIZE(INSERT)
NEXT 3 BYTES A(INSERT)

892 1 *****
893 1 ** RUECKKEHR - PARAMETER **
894 1 *****
895 1 ASADGRTN EQU ASARETRN ALL: RETURN CODE
896 1 ASADGGK EQU X'0' ALL: ALL G.K.
897 1 ASADGFE EQU X'4' ALL: FORMALER FEHLER
898 1 *
899 1 *
900 1 *
901 1 *
902 1 *
903 1 *
904 1 *
905 1 *
906 1 *
907 1 *
908 1 *
909 1 ASADGIMS EQU X'8' MSG: ERROR IN MESSAGE-PARAMS
910 1 ASADGBT EQU X'C' MSG: NON-CONVERSATIONAL USER ASKED FOR
911 1 * REPLY
912 1 ASADGAIQ EQU X'10' MSG: ABNORMAL I/O TERMINATION
913 1 ASADGGGM EQU X'14' ALL BUT MSG: ERROR ON MEDIUM, SEE DGMER
914 1 ASADGGHM EQU X'18' ALL: NO MEDIUM DEFINED
915 1 ASADGGHX EQU X'1C' MSG: MSG BIT NOT SET EXCLUSIVELY
916 1 ASADGGHF EQU X'20' FIL: NO FILE# GIVEN
917 1 ASADGGHM EQU X'24' MEM: NO MEM# GIVEN
918 1 ASADGGCH EQU X'28' FIL: FILE COULD NOT BE OPENED.
919 1 * SEE "DGMN" FOR FILE# AND "DGERR"
920 1 * FOR DMS-RETURN CODE
921 1 ASADGNT EQU X'2C' FIL: FCB-TYPE NOT SUPPORTED ("DGMN")
922 1 ASADGFIX EQU X'30' FIL: RECORDFORM IS NOT 'V'
923 1 ASADGXXX DS 0C
924 1 ASADGMR DC X'00' ALL: MEDIUM WITH ERROR, LAYOUT AS
925 1 * DGMED, FILE/MEM # IN DGMN
926 1 ASADGFMN DC X'00' FIL/MEM: FILE/MEM #, IF THERE ANY ERROR
927 1 ASADGFB DC X'00' TER: INDICATOR FOR TERMINAL OVERFLOW
928 1 ASADGGVF EQU X'80' TER: TERMINAL OVERFLOW
929 1 ASADGGTG EQU X'40' TER: CONTINUE OUTPUT
930 1 ASADGGNG EQU X'20' TER: TERMINATE OPERAND; NEXT OPERAND
931 1 ASADGGXC EQU X'10' TER: TERMINATE COMMAND
932 1 ASADGTRM EQU X'08' TER: TERMINATE ACTIONLIST
933 1 ASADGUPD EQU X'04' TER: UPDATE
934 1 ASADGUSF DC A(0) TER: A(BUFFER WITH UPDATE STRING)
935 1 ASADGERR DC H'0' FIL: DMS-ERROR-CODE, FALLS RTN='DGCH'
936 1 ASADGLEN EQU *-ASADGXXX LENGTH(RET.PARAM)

937 1 *****

FLAG LOCIN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

			938	1	**				**
			939	1	**			SYSTEM - EDIT	**
			940	1	**			-----	**
			941	1	**			DRUCKAUFBEREITUNG SYSTEMSPEZIFISCHER TABELLEN	**
			942	1	**				**
			943	1	*****				*****
000014			944	1		ORG	ASALABEL		
			945	1	*****				*****
			946	1	**		HEADER - PARAMETER		**
			947	1	*****				*****
000000			948	1	ASASE	EQU	X'0C'	FUNKTION = SYSTEM-EDIT	
000000			949	1	ASASEINF	EQU	X'00'	SUBFUNKTION = NUR INFORMIEREN	
000004			950	1	ASASEEDT	EQU	X'04'	SUBFUNKTION = TABELLEN AUFBEREITEN UND	
			951	1	*			IN PUFFER UEBERTRAGEN	
000004			952	1	ASASEMAX	EQU	X'04'	MAX. NUMMER EINER SUBFUNKTION	
			953	1	*****				*****
			954	1	**		AUFRUF - PARAMETER		**
			955	1	*****				*****
000014 00			956	1	ASASEKEY	DC	X'00'	ALL: AIDSYS-INTERNE VERSCHLUESSELUNG DES	
			957	1	*			KEYWORDS. WIRD VON AIDSYS BEI AUFRUF	
			958	1	*			DER INFORMIERE-FUNKTION HIER ABGELEGT.	
			959	1	*			KANN BEI AUFRUF MITTELS 'ASASEEDT'	
			960	1	*			ANGEGEBEN WERDEN. IST BEI 'ASASEEDT'	
			961	1	*			SOWOHL 'ASASEKEY' ALS AUCH 'ASASESTR'	
			962	1	*			ANGEGEBEN, WIRD 'ASASESTR' IGNORIERT.	
000000			963	1	ASASENGK	EQU	X'00'	ALL: KEINE KEY# GEGEBEN	
000004			964	1	ASASESTK	EQU	X'04'	ALL: STACK	
000004			965	1	ASASEPCB	EQU	X'04'	ALL: PCB	
000008			966	1	ASASEPL	EQU	X'08'	ALL: PCBLS	
000000			967	1	ASASEAU1	EQU	X'0C'	ALL: P1 AUDIT	
000010			968	1	ASASEAU2	EQU	X'10'	ALL: P2 AUDIT	
000014			969	1	ASASETT	EQU	X'14'	ALL: TT (TRACE TABLE)	
000018			970	1	ASASETSK	EQU	X'18'	ALL: TASK	
00001C			971	1	ASASEQU	EQU	X'1C'	ALL: QUEUE	
000020			972	1	ASASEPRD	EQU	X'20'	ALL: PEND	
000024			973	1	ASASEALL	EQU	X'24'	ALL: ALL	
000028			974	1	ASASEFTT	EQU	X'28'	ALL: FULL TRACE TABLE	
000028			975	1	ASASEKMX	EQU	X'28'	MAXIMALE KEY#	
			976	1	ASASESTR	DC	CL8'STRNG'	ALL: %-LOSES SCHLUESSELWORT. MUSS BEI	
000015 E2E3D9C9D5C74040			977	1	*			INFORMIERE-FUNKTION GESETZT SEIN.	
			978	1	*			WIRD BEI EDIT-FUNKTION IGNORIERT,	
			979	1	*			FALLS 'ASASEKEY' GESETZT IST.	
00001D 00			980	1	ASASEINX	DC	X'00'	EDT: WAHLWEISE: INDEX FUER DEN KEY	
00001E 00			981	1	ASASEFB	DC	X'00'	EDT: INDIKATOR	
	000000		982	1	ASASEFIT	EQU	ASAITN	NICHT AUSGEWERTET	
	000000		983	1	ASASEFTS	EQU	ASATSN	NICHT AUSGEWERTET	
	000040		984	1	ASASEBYS	EQU	X'40'	EDT: SCHLUESSELWORT SOLL AUF SYSTEMADRESS-	
			985	1	*			RAUM ANGEWENDET WERDEN.	
	000020		986	1	ASASECNT	EQU	X'20'	EDT: FOLGEAUFRUF DER LETZTEN EDIT-FUNKTION	
	000010		987	1	ASASEDP	EQU	ASADUMP	EDT: ZUGRIFF AUF DUMPPFILE	
	000002		988	1	ASASESTB	EQU	X'02'	EDT: NUR ORIGINALTABELLE GEWUENSCHT	
			989	1	*			(NUR FUER AUDIT UNTERSTUETZT)	

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
------	------	-------------	-------	-------	------	---	------------------

			000001		990	1	ASASEIXV EQU X'01'
--	--	--	--------	--	-----	---	--------------------

EDT: INDEX IST GUELTIG

00001F	00				991	1	ASASEDF DC X'00'
000020	00				992	1	ASASELL DC X'00'

EDT: LINKNAME EINES DUMPFILLES
 EDT: ZEILENLAENGE. ES WERDEN NUR 80/132
 ZEICHEN PRO ZEILE UNTERSTUEZT.

000022	0000				993	1	*
					994	1	ASASEITN DC H'0'

EDT: ITN DES ANZUSPRECHENDEN TASKS.
 X'0000' BEDEUTET DEN DEFAULT-TASK

000024	000000000				995	1	*
					996	1	ASASETSN DC A(0)

EDT: TSN DES ANZUSPRECHENDEN TASKS
 A(0) BEDEUTET DEN DEFAULT-TASK

000028	000000000				997	1	*
00002C	000000000				998	1	ASASEBUF DC A(0)

EDT: A(PUFFER). MUSS IN KLASSE5/6 LIEGEN

000030	000000000				999	1	ASASEBLN DC A(0)
--------	-----------	--	--	--	-----	---	------------------

EDT: LAENGE DES PUFFERS.
 NICHT VERWENDET

					1000	1	DC 4A(0)
					1001	1	*****

					1002	1	** RUECKKEHR - PARAMETER **
--	--	--	--	--	------	---	-----------------------------

000013

000000

000004

					1003	1	*****
					1004	1	ASASERTN EQU ASARETRN

ALL: ALLES OK, ABER SIEHE 'ASASERFB'

					1005	1	ASASEGK EQU X'00'
--	--	--	--	--	------	---	-------------------

ALL: FORMALER FEHLER

					1006	1	ASASEFE EQU X'04'
--	--	--	--	--	------	---	-------------------

					1007	1	*
--	--	--	--	--	------	---	---

					1008	1	*
--	--	--	--	--	------	---	---

					1009	1	*
--	--	--	--	--	------	---	---

					1010	1	*
--	--	--	--	--	------	---	---

					1011	1	*
--	--	--	--	--	------	---	---

					1012	1	*
--	--	--	--	--	------	---	---

					1013	1	*
--	--	--	--	--	------	---	---

					1014	1	*
--	--	--	--	--	------	---	---

000008

					1015	1	ASASEKNF EQU X'08'
--	--	--	--	--	------	---	--------------------

ALL: UNBEKANNTES SCHLUESSELWORT/INTERNER
 SCHLUESSEL

00000C

000010

					1016	1	*
					1017	1	ASASENIA EQU X'0C'

EDT: UNERLAUBTER INDEX ANGEGBEN

					1018	1	ASASEBNA EQU X'10'
--	--	--	--	--	------	---	--------------------

EDT: PUFFER NICHT IN VOLLER LAENGE

					1019	1	*
--	--	--	--	--	------	---	---

SCHREIBZUGREIFBAR, ODER NICHT IN
 KLASSE-5/6-SPEICHER

000014

					1020	1	*
					1021	1	ASASEFOL EQU X'14'

EDT: FOLGEAUFRUF ANGEGBEN OHNE VORAN-
 GEGANGENEN ORIGINALAUFRUF

000018

					1022	1	*
					1023	1	ASASEKNA EQU X'18'

EDT: TABELLE EXISTIERT NICHT IM ANGEGBENEN
 ADRESSRAUM ODER WURDE NICHT GESAVED

					1024	1	*
--	--	--	--	--	------	---	---

REALER SLED: AUF TABELLE KONNTE NICHT
 ZUGEGRIFFEN WERDEN.

					1025	1	*
--	--	--	--	--	------	---	---

(SEITE NICHT IM DF)

					1026	1	*
--	--	--	--	--	------	---	---

00001C

000020

000024

					1027	1	*
					1028	1	ASASEDFN EQU X'1C'

EDT: DUMPFILLES NICHT OFFEN

					1029	1	ASASETNF EQU X'20'
--	--	--	--	--	------	---	--------------------

EDT: ITN/TSN EXISTIERT NICHT

					1030	1	ASASENOT EQU X'24'
--	--	--	--	--	------	---	--------------------

EDT: KEIN TASK SPEZIFIZIERT (NUR FUER
 DUMPFILLESZUGRIFFE)

000028

					1031	1	*
					1032	1	ASASEMEM EQU X'28'

EDT: FUNKTION WEGEN SPEICHERMANGEL NICHT
 AUSFUEHRBAR.

00002C

					1033	1	*
					1034	1	ASASEPV1 EQU X'2C'

EDT: PRIVILEGIERUNG ZU KLEIN, KANN ABER
 NOCH AUSREICHEND ERHOEHET WERDEN.

000030

					1035	1	*
					1036	1	ASASEPV2 EQU X'30'

EDT: PRIVILEGIERUNG ZU KLEIN, KANN NICHT
 MEHR AUSREICHEND ERHOEHET WERDEN.

000034

000038

00003C

					1037	1	*
					1038	1	ASASERPT EQU X'34'

NICHT MEHR VERWENDET

					1039	1	ASASENYI EQU X'38'
--	--	--	--	--	------	---	--------------------

EDT: FUNKTION NOCH NICHT IMPLEMENTIERT

					1040	1	ASASENAL EQU X'3C'
--	--	--	--	--	------	---	--------------------

EDT: WEGEN SPEICHERMANGEL NUR TEIL DER

FLAG	LOCIN	OBJECT	CODE	ADDR1	ADDR2	STMNT	M	SOURCE	STATEMENT
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				000040		1041	1	*	AUDIT-TABELLE GELIEFERT
						1042	1	ASASELOP EQU	X'40'
						1043	1	*	EDT: PCB-SCHLEIFE ENTDECKT. PUFFER
						1044	1	*	WURDE MIT INFORMATION GEFUELLT,
						1045	1	*	ABER ES IST KEIN FORTSETZUNGSAUFRUF
				000044		1046	1	ASASESER EQU	X'44'
						1047	1	*	MEHR MOEGELICH
				000048		1048	1	ASASENP EQU	X'48'
						1049	1	*	EDT: TABELLE WEGEN FALSCHER POINTER NICHT
				00004C		1050	1	ASASETEY EQU	X'4C'
						1051	1	*	AUSGEBBAR (SYSTEMFEHLER)
									EDT: NUR FUER PCB-ZUGRIFFE. DIE GELIEFERTE
									INFORMATION IST VERMUTLICH KEIN PCB
									EDT: TABELLE LEER. EVENTUELLEN INHALT
									IM AUSGABEBUFFER IGNORIEREN
000040						1052	1	ASASEXXX DS	0C
000040 00						1053	1	ASASERFB DC	X'00'
	000080					1054	1	ASASEIND EQU	X'80'
	000040					1055	1	ASASERSU EQU	X'40'
	000020					1056	1	ASASEBF EQU	X'20'
						1057	1	*	EDT: PUFFER IST VOLL; WEITERER AUFRUF MIT
	000004					1058	1	ASASEQL EQU	ASAUQUAL
									CONTINUE-ANZEIGE IST NOTIG
									ALL: UEBERQUALIFIZIERTE EINGABE
000041 00						1059	1	ASASERX DC	X'00'
	000002					1060	1	ASASELEN EQU	*-ASASEXXX
	000042					1061	1	ASASEGLN EQU	*-ASASERVE
									INF: MAXIMALWERT DES INDEX
									LAENGE DER RUECKKEHR-PARAMETER
									GESAMTLAENGE (EIN/AUSGABE-PARAMS)

1062	1	*****	
1063	1	**	**
1064	1	** H A R D W A R E - I N F O R M A T I O N F U E R A N W E N D E R	**
1065	1	**	**
1066	1	** DER AUFRUFER KANN SICH MIT DIESEM SERVICE AUSGEWAELTE SPEICHER-	**
1067	1	** BEREICHE AUS SLEDFILES IN EINEN VON IHM BEREITGESTELLTEN PUFFER	**
1068	1	** AUSGEBEN LASSEN:	**
1069	1	** - SCRATCHPAD (BZW. PSM)	**
1070	1	** - SPECIAL REGISTER SECTION (NUR BEI X-ANLAGEN)	**
1071	1	** - CPU-/IOP-LOGGOUT-AREAS	**
1072	1	** - HARDWARE-TRACE	**
1073	1	** - AUDIT-ADRESS-REGISTER	**
1074	1	**	**
1075	1	** BEMERKUNG: DIE AUDIT ADRESS REGISTER WERDEN NICHT - WIE ALLE	**
1076	1	** ANDEREN SPEICHERBEREICHE - IN EINEN VOM AUFRUFER BEREITGESTELL-	**
1077	1	** TEN PUFFER UEBERTRAGEN, SONDERN DIREKT IN DIE ASERP-RETURNPA-	**
1078	1	** RAMETER GESCHRIESEN.	**
1079	1	**	**
1080	1	** DIESER SERVICE IST UEBER TAM AUFRUFBAR.	**
1081	1	** ER SOLL IN ZUKUNFT DEN SERVICE HARDWARE-INFORMATION (FUNKTION	**
1082	1	** X'30') WEITGEHEND ERSETZEN, DA ER DESSEN FUNKTIONEN VOLL MIT	**
1083	1	** ABDECKT.	**
1084	1	**	**
1085	1	** HINWEIS: ES WERDEN STETS NUR ZUSAMMENHAENGENDE STUECKE AUS	**
1086	1	** DEN SPEICHERBEREICHEN IN DEN VOM ANWENDER BEREIT-	**
1087	1	** GESTELLTEN (AUF WORTGRENZE AUSGERICHTETEN) PUFFER	**

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
					1088	1	** UEBERTRAGEN. VERSCHIEDENE SPEICHERBEREICHE KOENNEN **
					1089	1	** NUR MIT MEHREREN SERVICE-AUFRUFEN UEBERTRAGEN WER- **
					1090	1	** DEN. **
					1091	1	*****
			000014		1092	1	GRG ASALABEL
					1093	1	*****
					1094	1	** HEADER-PARAMETER **
					1095	1	*****
			000010		1096	1	ASAH1 EQU X'10' FUNKTION= HARDWARE-INFORMATION
					1097	1	FUER DEN ANWENDER
			000000		1098	1	ASAHISP EQU X'00' SUBFUNKTION: AUSGABE SCRATCHPAD
			000004		1099	1	ASAHILA EQU X'04' SUBFUNKTION: AUSGABE LOGGOUT-AREA
			000008		1100	1	ASAHISPR EQU X'08' SUBFUNKTION: AUSGABE SPECIAL REGISTER
					1101	1	*
			00000C		1102	1	ASAHIAAR EQU X'0C' SUBFUNKTION: AUSGABE ALLER AUDIT ADRESS
					1103	1	*
			000010		1104	1	ASAHIHMT EQU X'10' SUBFUNKTION: AUSGABE HARDWARE-TRACE
					1105	1	*
			000010		1106	1	ASAHIMAX EQU X'10' HOECHSTE SUBFUNKTIONSNUMMER
					1107	1	*****
					1108	1	** AUFRUF-PARAMETER **
					1109	1	*****
000014 00					1110	1	ASAHILNK DC X'00' ALL: SLEDFILE-LINKNUMMER
000015 00					1111	1	ASAHIPRC DC X'00' LA: TYP DES PROZESSORS (CPU ODER IGP),
					1112	1	*
			000080		1113	1	ASAHICPU EQU X'80' DESSEN LOGGOUT UEBERTRAGEN WERDEN SOLL
			000040		1114	1	ASAHISGP EQU X'40' PROZESSOR IST CPU
000016 00					1115	1	ASAHIPRW DC X'00' PROZESSOR IST IGP
					1116	1	*
					1117	1	*
					1118	1	*
000018 00000000					1119	1	ASAHIBFA DC A(0) BUT AAR: NUMMER DES PROZESSORS, DESSEN SPEICHER-
					1120	1	*
					1121	1	ASAHIBFL DC Y(0) BEREICHE UEBERTRAGEN WERDEN SOLL
00001C 0000					1122	1	ASAHIRIA DC Y(0) ! IST DIE PROZ# NICHT ANGEGEBEN, WIRD
00001E 0000					1123	1	*
					1124	1	*
					1125	1	ASAHIIL DC Y(0) STANDARDMAESSIG PROZ# = 0 ANGENOMMEN
000020 0000					1126	1	*
					1127	1	*
					1128	1	*****
					1129	1	** RUECKKEHR-PARAMETER **
					1130	1	*****
			000013		1131	1	ASAHIRTN EQU ASARETRN ALL: RETURNCODE
			000000		1132	1	ASAHIAOK EQU X'00' ALL: ALLES G.K.
			000004		1133	1	ASAHIAFE EQU X'04' ALL: FORMALER FEHLER:
					1134	1	*
					1135	1	*
					1136	1	*
					1137	1	*
					1138	1	*
					1139	1	*

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
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						1140	1	*	- UNGUELTIGE PROZESSOR#
						1141	1	*	- REL. ANFANGSADR. VON INFO
						1142	1	*	GRÖßER ALS TABELLENLAENGE
						1143	1	*	- UNGUELTIGER PROZESSORTYP
		000008				1144	1	ASAHINYT EQU	X'08' HWT: SUBFUNKTION NOCH NICHT UNTERSTUETZT
		00000C				1145	1	ASAHINGI EQU	X'0C' ALL: INFORMATION KONNTE NICHT UEBERTRAGEN
						1146	1	*	WERDEN ODER IST IN VORLIEGENDEM SLED NICHT VERHANDEN
		000010				1147	1	ASAHILIL EQU	X'10' ALL: INFORMATION WIRD HOECHSTENS
						1148	1	*	IN TABELLENLAENGE UEBERTRAGEN
		000014				1149	1	ASAHIFNO EQU	X'14' ALL: DUMPFIL NOT OFFEN
		000018				1150	1	ASAHING3 EQU	X'18' ALL: KEIN SLEDFILE
000024						1151	1	ASAHIXXX DS	OF
000024	000000000					1152	1	ASAHIAA0 DC	A(0) AAR: AUDIT ADDRESS REGISTER (CPU-0)
000028	000000000					1153	1	ASAHIAA1 DC	A(0) AAR: " " " (CPU-1)
00002C	000000000					1154	1	ASAHIAA2 DC	A(0) AAR: " " " (CPU-2)
000030	000000000					1155	1	ASAHIAA3 DC	A(0) AAR: " " " (CPU-3)
000034	0000					1156	1	ASAHIMVL DC	Y(0) BUT AAR: ANZAHL DER UEBERTRAGENEN BYTES
		000012				1157	1	ASAHILEN EQU	*-ASAHIXXX LAENGE DER RETURNPARAMETER
						1158	1	*****	*****
						1159	1	**	**
						1160	1	**	OPEN DUMPFILE
						1161	1	**	-----
						1162	1	**	DIESER SERVICE MUSS VOR DEM ERSTEM DUMPDATEI-ZUGRIFF ERFOLGEN.
						1163	1	**	DAMIT KANN SICH DER AUFRUFER EINE DUMPDATEI FUER ZUKUNFTIGE
						1164	1	**	ZUGRIFFE ANMELDEN UND ERÖFFNEN. EIN UND DIESELBE DATEI KANN
						1165	1	**	UNTER VERSCHIEDENEN KURZNAMEN MEHRMALS ERÖFFNET WERDEN. DER
						1166	1	**	GLEICHE KURZNAME IST IMMER NUR FUER GENAU EINE OFFENE DATEI
						1167	1	**	VERWENDBAR.
						1168	1	**	**
		000014				1169	1	*****	*****
						1170	1	GRG ASALABEL	
						1171	1	*****	*****
						1172	1	**	HEADER - PARAMETER
						1173	1	*****	*****
		000018				1174	1	ASAOI EQU	X'18' OPEN DUMP-FILE
						1175	1	*	ES GIBT KEINE SUBFUNKTION.
		000000				1176	1	ASAOI MAX EQU	X'00' MAX. # OF SUBFUNCTION
						1177	1	*****	*****
						1178	1	**	AUFRUF - PARAMETER
						1179	1	*****	*****
000014	4040404040404040					1180	1	ASAOIFIL DC	CL54' DUMP FILE NAME
00004A	00					1181	1	ASAOITLN# DC	X'00' LINK # OF SPECIFIED DUMPFIL
						1182	1	*****	*****
						1183	1	**	RUECKKEHR - PARAMETER
						1184	1	*****	*****
		000013				1185	1	ASAOITRN EQU	ASARETRN RETURN CODE
		000000				1186	1	ASAOITOK EQU	X'00' DUMPFIL OPENED
		000004				1187	1	ASAOITMD EQU	X'04' FORMAL ERROR

FLAG	LOC	CTN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
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							1188	1	*	- INVALID LINK#
							1189	1	*	- INVALID SUBFUNCTION
							1190	1	ASAGTNE EQU	X'08'
							1191	1	ASAGTNDT EQU	X'0C'
							1192	1	ASAGTNOM EQU	X'10'
							1193	1	ASAGTIVB EQU	X'14'
							1194	1	*	
							1195	1	ASAGTFAG EQU	X'18'
							1196	1	*	
							1197	1	ASAGTBSV EQU	X'1C'
							1198	1	*	
							1199	1	ASAGTTPE EQU	X'20'
							1200	1	ASAGTXXX DS	0X
							1201	1	ASAGTVER DC	CL3'Y70'
							1202	1	ASAGTWT DC	X'00'
							1203	1	ASAGTTYP DC	X'00'
							1204	1	ASAGTSLD EQU	X'08'
							1205	1	ASAGTCUS EQU	X'04'
							1206	1	ASAGTCSY EQU	X'02'
							1207	1	ASAGTHTK DC	H'00'
							1208	1	ASAGTTIT DC	A(0)
							1209	1	ASAGTBAS DC	A(0)
							1210	1	ASAGTXVT DC	A(0)
							1211	1	ASAGTNEM DC	A(0)
							1212	1	ASAGTERR DC	H'0'
							1213	1	*****	
							1214	1	*****	
							1215	1	*****	
							1216	1	ASAGTSLN EQU	*-ASAGTXXX
							1217	1	ASAGTXSL DS	Y(0)
							1218	1	ASAGTSRL DS	Y(0)
							1219	1	ASAGTOPL DS	Y(0)
							1220	1	ASAGTIPL DS	Y(0)
							1221	1	ASAGTCBM DS	X'00'
							1222	1	ASAGTIBM DS	X'00'
							1223	1	ASAGTLEN EQU	*-ASAGTXXX

BS2000-VERSION OF DUMPFILE UNKNOWN
OR NOT SUPPORTED (SEE OTVER)
ACCESS TO TAPE-FILES NOT SUPPORTED

BS2000-VERSION OF DUMPFILE
OF TITLE-LINES (132 BYTES EACH)
DUMPFILE-TYP
SLED-FILE
CDUMP-USER-FILE
CDUMP-SYSTEM-FILE
OF TASKS IN FILE
POINTER TO TITLE-LINES
VIRTUAL LOAD-ADDRESS OF SYSTEM

A(XVT)
SIZE OF MAIN-MEMORY
DMS-ERRORCODE, FALLS RTN = 'OTNE'
DIE FOLGENDE INFORMATION WIRD NUR DANN UEBERGEHEN,
WENN DER AUFRUFER AIDSYS NICHT MIT EINER 'TAM'-
VERSION AELTER ALS X'0B' GERUFEN HAT.

LAENGE DER KURZEN PARAMETERLISTE
LAENGE SCRATCHPAD
LAENGE SPECREGS
LAENGE CPU-LOGOUT-AREA
LAENGE IOP-LOGOUT-AREA
BITMAP FUER CPU'S
BITMAP FUER IOP'S
LENGTH(RET.PARAMS)

00001B

000066
000068
00006A
00006C
00006E
00006F

000025

000014

1224	1	*****	
1225	1	**	
1226	1	**	
1227	1	**	
1228	1	**	
1229	1	**	
1230	1	**	
1231	1	**	
1232	1	**	
1233	1	*****	
1234	1	GRG ASALABEL	

1235	1	*****	
1236	1	**	

REQUEST STORAGE

DIESER SERVICE DIENT ZUM ANFORDERN VON KLASSE- 5 - SPEICHER.
EIN P1-AUFRUFER ERHAELT AUTOMATISCH NICHT-PRIVILEGIERTEN, EIN
P2-AUFRUFER PRIVILEGIERTEN SPEICHER. IN JEDEM FALL ERFOLGST NUR
EINE GANZWORT - AUSRICHTUNG DES DELIEFERTEN BEREICHS.

HEADER - PARAMETER

FLAG LCTN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

00001C 1237 1 *****
000000 1238 1 ASARQ EQU X'1C' ALL: FUNCTION = REQUEST MEMORY
000000 1239 1 ASARQD EQU X'00' D: SUBFUNCTION = DYNAMIC STORAGE
000004 1240 1 ASARQS EQU X'04' S: SUBFUNCTION = STATIC STORAGE
000004 1241 1 ASARQMAX EQU X'04' MAX. # OF SUBFUNCTION

1242 1 *****
1243 1 ** AUFRUF - PARAMETER **
1244 1 *****
000014 0000 1245 1 ASARQNB DC H'0' ALL: # OF REQUESTED BYTES

1246 1 *****
1247 1 ** RUECKKEHR - PARAMETER **
1248 1 *****
000013 1249 1 ASARQRTN EQU ASARETRN ALL: RETURN CODE
000000 1250 1 ASARQEK EQU X'00' ALL: REQUEST HONORED, ADDR IN RQADR
000004 1251 1 ASARQFE EQU X'04' ALL: FORMALER FEHLER
1252 1 * - UNGUELTIGE SUBFUNKTION
1253 1 * - AUFRUFER IST NICHT AID
000008 1254 1 ASARQNG EQU X'08' ALL: NO STORAGE AVAILABLE

000018 1255 1 ASARQXXX DS 0F
000018 00000000 1256 1 ASARQADR DC A(0) ALL: ADDRESS OF RETURNED AREA
00001C 1257 1 ASARQLGH EQU *-ASASERVE LEN(RQ PARAMS)
000004 1258 1 ASARQLEN EQU *-ASARQXXX LEN(RET.PARAMS)

1259 1 *****
1260 1 ** **
1261 1 ** RELEASE MEMORY **
1262 1 ** ----- **
1263 1 ** DIESER SERVICE DIENST ZUM FREIGEBEN VON SPEICHER, DER VORHER **
1264 1 ** MIT DEM 'REQUEST MEMORY' - SERVICE ANGEFORDERT WURDE. **
1265 1 ** **
000014 1266 1 *****
1267 1 GRG ASALABEL

1268 1 *****
1269 1 ** HEADER - PARAMETER **
1270 1 *****
000020 1271 1 ASARL EQU X'20' FUNCTION = RELEASE MEMORY
1272 1 * ES GIBT KEINE SUBFUNKTIONEN
000000 1273 1 ASARLMAX EQU X'00' MAX. # OF SUBFUNCTION

1274 1 *****
1275 1 ** AUFRUF - PARAMETER **
1276 1 *****
000014 00000000 1277 1 ASARLADR DC A(0) ADDR OF AREA TO RELEASE
1278 1 * RLADR MUST BE A RQADR, OF AN
1279 1 * EARLIER REQUEST
000018 00 1280 1 ASARLFB DC X'00' INDICATOR
000080 1281 1 ASARLSGL EQU X'80' RELEASE ONLY SPECIFIED (BY ADDRESS)

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FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
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						1282	1	*	PARTIAL PAGE. IF INDICATOR IS RESET, THEN ALL PARTIAL PAGES THAT HAVE BEEN REQUESTED AFTER THE REQUEST OF THE SPECIFIED PAGE WILL ALSO BE RELEASED.
						1283	1	*	
						1284	1	*	
						1285	1	*	
						1286	1	*	
						1287	1	*****	
						1288	1	**	
						1289	1	*****	
000013						1290	1	ASARLRN EQU ASARETRN	RETURN CODE
000000						1291	1	ASARLGR EQU X'00'	AREA COULD BE RELEASED
000004						1292	1	ASARLFE EQU X'04'	FORMALER FEHLER
						1293	1	*	- AUFRUFER IST NICHT 'AID'
						1294	1	*	- UNGUELTIGE SUBFUNKTION
000008						1295	1	ASARLLE EQU X'08'	THERE IS NO REQUEST WITH RLADR
						1296	1	*	
						1297	1	*	NOTE 1: THE IMPLICIT RELEASE OF ALL KINDS OF STORAGE IS DESCRIBED
						1298	1	*	IN 'BENUTZERSCHNITTSTELLE FUER AIDSYS'.
						1299	1	*	NOTE 2: DYNAMIC STORAGE CAN BE RELEASED ONLY FOR THE ACTUAL
						1300	1	*	TESTLEVEL.
000006						1301	1	ASARLLEN EQU *-ASARLRN	LENGTH(RET.PARAMS)
						1302	1	*****	
						1303	1	**	
						1304	1	**	
						1305	1	**	
						1306	1	**	DIESER SERVICE DIENT ZUR RUECKKEHR ZUM SYSTEM, UM:
						1307	1	**	- EIN KOMMANDO ZU LESEN,
						1308	1	**	- EIN SYSTEMKOMMANDO AUSFUEHREN ZU LASSEN,
						1309	1	**	- DAS PROGRAMM ZU STARTEN.
						1310	1	**	DIE RUECKKEHR ZU 'AID' NACH AUSFUEHRUNG EINER FUNKTION KANN
						1311	1	**	SOFORT (KDD LESEN), VERZOEGERT (PROGRAMM-START) ODER GAR NICHT
						1312	1	**	ERFOLGEN (MANCHE SYSTEM-KDDs).
						1313	1	**	DER ERSTE AUFRUF VON 'AID' BZGL. EINER STACK-EBENE ERFOLGT
						1314	1	**	UEBER EINE PSEUDO-RUECKKEHR DIESSES SERVICE.
						1315	1	**	
						1316	1	*****	
000014						1317	1	ORG ASALABEL	
						1318	1	*****	
						1319	1	**	
						1320	1	*****	
000024						1321	1	ASACS EQU X'24'	ALL: FUNCTION = CALL SYSTEM
000000						1322	1	ASACSRG EQU X'00'	RG: SUBFUNCTION = READ NEXT COMMAND
000004						1323	1	ASACSESC EQU X'04'	ESC: SUBFUNCTION = EXEC SYSTEM CMD
000008						1324	1	ASACSRSM EQU X'08'	RSM: SUBFUNCTION = RESUME
000008						1325	1	ASACSMAX EQU X'08'	MAXIMUM SUBFUNCTION #
						1326	1	*****	
						1327	1	**	
						1328	1	*****	
								AUFRUF - PARAMETER	**

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
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000014 00000000

1329	1	ASACSADR DC	A(0)
1330	1	*	
1331	1	*	
1332	1	*	
1333	1	*	

ESC: ADDR OF V-FORMATED CMD
MUST BEGIN WITH 1ST 4 BYTES UNUSED
(FOLLOWED BY 4 BYTES V-FORMAT AND
CMD-STRING.) LENGTH GIVEN IN V-FORMAT
IS WITHOUT 1ST 4 BYTES

000014 00

000014

000080

000018

1334	1	GRG	ASACSADR
1335	1	ASACSF8 DC	X'00'
1336	1	ASACSSP8 EQU	X'80'
1337	1	GRG	ASACSADR+4

RC: ANZEIGENBYTE
RC: JOB STEP TERMINATION DURCHFUEHREN

000013

000000

000004

000008

00000C

000010

000014

000018

000018 00

000080

000040

000020

000010

000008

000004

000002

000019 00

000080

00007C

000084

000088

000050

000060

000064

000068

00006C

1338	1	*****	
1339	1	**	RUECKKEHR - PARAMETER **
1340	1	*****	
1341	1	ASACSRIN EQU	ASARETRN
1342	1	ASACSCMD EQU	X'00'
1343	1	*	
1344	1	*	
1345	1	*	
1346	1	*	
1347	1	ASACSFE EQU	X'04'
1348	1	*	
1349	1	*	
1350	1	*	
1351	1	*	
1352	1	*	
1353	1	*	
1354	1	ASACSINT EQU	X'08'
1355	1	ASACSEVT EQU	X'0C'
1356	1	ASACSPV EQU	X'10'
1357	1	ASACSLNK EQU	X'14'
1358	1	ASACSXXX DS	0X
1359	1	ASACSIINI DC	X'00'
1360	1	ASACSSIN EQU	X'80'
1361	1	ASACSDIN EQU	X'40'
1362	1	ASACERUN EQU	X'20'
1363	1	*	
1364	1	ASACSTRM EQU	X'10'
1365	1	ASACSEX EQU	X'08'
1366	1	ASACSJST EQU	X'04'
1367	1	ASACSNAL EQU	X'02'
1368	1	*	
1369	1	*	
1370	1	ASACSIKY DC	X'00'
1371	1	ASACSTPI EQU	X'80'
1372	1	ASACSTNI EQU	X'7C'
1373	1	ASACSSXT EQU	X'84'
1374	1	ASACSS97 EQU	X'88'
1375	1	ASACSSVC EQU	X'50'
1376	1	ASACSW60 EQU	X'60'
1377	1	ASACSW64 EQU	X'64'
1378	1	ASACSW68 EQU	X'68'
1379	1	ASACSW6C EQU	X'6C'

ALL: RETURN CODE
ALL: FIRST CHECK, WHETHER ASACSTRM IS
SET: IF YES, THEN PSEUDO-RETURN
FOR TERMINATION-PROCESSING AND
NOTHING ELSE. OTHERWISE REGULAR
RETURN FROM CALL WITH SUBFUNCTION.
ALL: FORMALER FEHLER:
- AUFRUFER IST NICHT 'AID'
- UNGUELTIGE SUBFUNKTION
- ESC: KOMMANDO-PUFFER IST NICHT
ALLOKTIERT
- ESC: KOMMANDO-STRING IST NICHT
WORT-AUSGERICHTET
RC: INTERRUPT FOR AID, INT-KEY IN 'CSIKY'
RC: EVENT FOR AID, EVENT-KEY IN 'CSEKY'
RC: PROGRAM GOT LOADED WITH LSD
RC: MODULE GOT LINKED
RC: INDICATOR
RC: INIT. OF STATIC DATA
RC: INIT. OF DYN. DATA
RC: MONITORED PROGRAM DID RUN SINCE
LAST TIME'S CALL OF AID
RC: TERMINATION-PROCESSING
ESC: SYSTEM-KOMMANDO WURDE NICHT AUSGEFUEHRT
ESC: JOB STEP TERMINATION GEFORDERT
ESC: DAS ANGELEGEBENE SYSTEM-KOMMANDO
IST NICHT FUER DIE BEARBEITUNG
DURCH 'EMCLP' ERLAUBT
RC: INTERRUPT-KEY
RC: TESTPOINT INTERRUPT
RC: TEST MODE INTERRUPT
RC: STXIT IN USER PROGRAM
RC: SVC 97 (TG AID ?)
RC: SVC HAS TAKEN PLACE
RC: DATA ERROR
RC: EXPONENT OVERFLOW
RC: DIVIDE ERROR
RC: SIGNIFICANCE ERROR

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
------	------	--------	------	-------	-------	------	---	--------	-----------

000070				1380	1	ASACSW70	EQU	X'70'	RC: EXPONENT UNDERFLOW
000074				1381	1	ASACSW74	EQU	X'74'	RC: DECIMAL OVERFLOW
000078				1382	1	ASACSW78	EQU	X'78'	RC: FIXED-POINT OVERFLOW
000086				1383	1	ASACSW86	EQU	X'06'	RC: 2. STXIT (STXIT IN STXIT)
000044				1384	1	ASACSW44	EQU	X'44'	RC: EXIT, AND NO STXIT SVC BEFORE
00004C				1385	1	ASACSW4C	EQU	X'4C'	RC: EXIT, AND NO INTERRUPT BEFORE
000003				1386	1	ASACSW03	EQU	X'03'	RC: ERROR IN SVC CALL
000004				1387	1	ASACSW04	EQU	X'04'	RC: ILLEGAL SVC CALL
000005				1388	1	ASACSW05	EQU	X'05'	RC: THERE IS NO STXIT ROUTINE
00000C				1389	1	ASACSW0C	EQU	X'0C'	RC: BYTE BOUNDARY
000048				1390	1	ASACSW48	EQU	X'48'	RC: PAGING ERROR
000054				1391	1	ASACSW54	EQU	X'54'	RC: PRIVILEGED OPERATION
000058				1392	1	ASACSW58	EQU	X'58'	RC: ILLEGAL OPERATION CODE
00005C				1393	1	ASACSW5C	EQU	X'5C'	RC: ADDRESS ERROR
000000				1394	1	ASACSW00	EQU	X'00'	RC: TERM SVC
000001				1395	1	ASACSW01	EQU	X'01'	RC: TERMD SVC
000002				1396	1	ASACSW02	EQU	X'02'	RC: TERMJ SVC
000007				1397	1	ASACSW07	EQU	X'07'	RC: LPOV / LINK SVC
000019				1398	1	ASACSEKY	EQU	ASACSIKY	

00001A	00			1399	1	ASACSLIK	DC	X'00'	RC: SET ONLY, IF ASACSW7 IS SET
				1400	1	*			=C'Q': LPOV-SVC
				1401	1	*			=C'L': LINK-SVC
00001B	00			1402	1	ASACSS#	DC	X'00'	RC: SVCH, SET ONLY IF ASACSSVC IS SET
00001C	00000000			1403	1	ASACSSAD	DC	A(0)	RC: A(STAT. AID-DATA); VALID ONLY IF
				1404	1	*			CSSIN IS SET
000020	00000000			1405	1	ASACSDAD	DC	A(0)	RC: A(DYN. AID-DATA); VALID ONLY IF
				1406	1	*			CSDIN IS SET
000024	00000000			1407	1	ASACSCVF	DC	A(0)	RC: CSCVF<0 : CSCVF POINTS TO V-FORMATED
				1408	1	*			CMD IN SYSTEM
				1409	1	*			CSCVF>=0: CSCVF POINTS TO V-FORMATED
				1410	1	*			IN DYNAMIC STORAGE
				1411	1	ASACSCNC	EQU	X'80'	ANZEIGE FUER 'KOMMANDO WURDE NICHT
				1412	1	*			KOPIERT'
000028	000000000000			1413	1	ASACSORG	DC	XL6'00'	RC: ORIGINAL CODE, IF CSIKY =CSTPI
000030	00000000			1414	1	ASACSAM	DC	A(0)	RC: PROGRAM RELATIVE ADDRESS OF MODULE
000034	00000000			1415	1	ASACSAC	DC	A(0)	RC: MODULE RELATIVE ADDRESS OF CSECT
000038	00000000			1416	1	ASACSLGC	DC	A(0)	RC: A(ENTRY IN LOCALISIERUNGSLISTE)
00003C	00000000			1417	1	ASACSGLB	DC	A(0)	RC: A(1ST A-BLOCK)
000040	4040404040404040			1418	1	ASACSCS	DC	CL8' '	RC: CSECT-NAME OF ACTUAL LOCATION
000048	4040404040404040			1419	1	ASACSMGD	DC	CL8' '	RC: MODUL-NAME OF ACTUAL LOCATION
000050	4040404040404040			1420	1	ASACSLPM	DC	CL8' '	RC: NAME OF MODULE THAT GOT LOADED BY
				1421	1	ASACSLPM	ORG	ASACSLPM	
000050	E2E5C34040404040			1422	1	ASACSVCH	DC	CL8'SVC'	RC: NAME OF SVC (SET ONLY, IF 'ASACSSVC'
				1423	1	*			IS SET.
000058	00			1424	1	ASACSTTP	DC	X'00'	RC: TRACE-TYPE; VALID ONLY IF TRACE IS SET
000059	00			1425	1	ASACSCC	DC	X'00'	RC: CONDITION-CODE; SET ONLY WHEN TRACE
00005C	00000000			1426	1	ASACSAAL	DC	4A(0)	RC: A MAXIMUM OF 4 ADDRESSES OF ACTION-
				1427	1	*			LISTS MAY BE SPECIFIED, IF ASACSRTH = ASACSRTH
				1428	1	*			GR = ASACSEVT.
				1429	1	ASACSTAL	EQU	X'80'	RC: IF SET (LEFTMOST BYTE OF ABOVE
				1430	1	*			ADDRESS) THEN ACTION-LIST BELONGS TO TRACE-
				1431	1	*			INTERRUPT
00006C	0000			1432	1	ASACSCLN	DC	H'0'	RC: LENGTH OF CMD-STRING

FLAG LOCN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

000056 1433 1 ASACSLN EQU *-ASACSXXX LENGTH(RET.PARAMS)

```

1434 1 *****
1435 1 **
1436 1 **
1437 1 **
1438 1 **
1439 1 **
1440 1 **
1441 1 *****
1442 1

```

000014

ORG ASALABEL

```

1443 1 *****
1444 1 **
1445 1 *****
1446 1 ASACD EQU X'28'
1447 1 ASACDSGL EQU X'00'
1448 1 ASACDALL EQU X'04'
1449 1 ASACDMAX EQU X'04'

```

000028

000000

000004

000004

```

1450 1 *****
1451 1 **
1452 1 *****
1453 1 ASACDLN# DC X'00'

```

000014 00

```

1454 1 *****
1455 1 **
1456 1 *****
1457 1 ASACDRIN EQU ASARETRN
1458 1 ASACDRK EQU X'00'
1459 1 ASACDFE EQU X'04'
1460 1 *
1461 1 ASACDNC EQU X'08'
1462 1 ASACDIL EQU X'0C'
1463 1 ASACDFH EQU X'10'

```

000013

000000

000004

000008

00000C

000010

000015

000015 4040404040404040

000036

```

1464 1 ASACDXXX DS 0X
1465 1 ASACDFIL DC CL54'
1466 1 ASACDLN EQU *-ASACDXXX

```

```

1467 1 *****
1468 1 **
1469 1 **
1470 1 **
1471 1 **
1472 1 **
1473 1 **
1474 1 *****
1475 1

```

000014

ORG ASALABEL

FLAG LÖCTN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

1476 1 *****
1477 1 **                                HEADER - PARAMETER                                **
1478 1 *****
00002C 1479 1 ASACL EQU X'2C' ALL: FCT =CLOSE OUTPUTFILE
000000 1480 1 ASACLOF EQU X'00' GF: SUBFUNCTION = CLOSE OUTPUT-FILE
000000 1481 1 ASACLMAX EQU X'00' MAXIMUM SUBFUNCTION #

1482 1 *****
1483 1 **                                AUFRUF - PARAMETER                                **
1484 1 *****
000014 00 1485 1 ASACLLN# DC X'00' ALL: LINKNUMMER DER AUSGABEDATEI

1486 1 *****
1487 1 **                                RUECKKEHR - PARAMETER                                **
1488 1 *****
000013 1489 1 ASACLRTN EQU ASARETRN ALL: RETURN CODE
000000 1490 1 ASACLOK EQU X'00' ALL: DATEI WURDE GESCHLOSSEN
000004 1491 1 ASACLFE EQU X'04' ALL: FORMALER FEHLER:
1492 1 * - AUFRUFER IST NICHT 'AID'
1493 1 * - UNGUELTIGE SUBFUNCTION
000008 1494 1 ASACLILK EQU X'08' ALL: UNGUELTIGE LINKNUMMER
00000C 1495 1 ASACLCNC EQU X'0C' ALL: DATEI KONNTE NICHT GESCHLOSSEN WERDEN
000010 1496 1 ASACLOPN EQU X'10' ALL: DATEI WAR NICHT OFFEN

000015 1497 1 ASACLXXX DS 0X
000015 C6C9D3C540404040 1498 1 ASACLFIL DC CL54'FILE' ALL: DATEINAME
000036 1499 1 ASACLLEN EQU *-ASACLXXX LENGTH(RETURN PARAMS)

1500 1 *****
1501 1 **
1502 1 **                                S E T   S W I T C H                                **
1503 1 **                                -----                                **
1504 1 ** DURCH AUFRUF DIESER FUNKTION KOENNEN GLOBALE VOREINSTELLUNGEN **
1505 1 ** IN 'AIDSYS' GEAENDERT WERDEN. **
1506 1 ** - EIN/AUSGABE AUF HAUPTKONSOLE **
1507 1 ** - EIN/AUSGABE UEBER 'SYSOUT' **
1508 1 ** - 'AID' = GLD (NOCH NICHT UNTERSTUETZT) **
1509 1 *****
000014 1510 1 GRG ASALABEL

1511 1 *****
1512 1 **                                HEADER - PARAMETER                                **
1513 1 *****
000030 1514 1 ASACB EQU X'30' ALL: FUNCTION = SET SWITCH
000000 1515 1 ASACBIN EQU X'00' IN: SUBFUNCTION =SWITCH TO CONSOLE-I/O
000004 1516 1 ASACBOUT EQU X'04' OUT: SUBFUNCTION =SWITCH TO SYSOUT
000008 1517 1 ASACBGD EQU X'08' GLD: SUBFUNCTION =SWITCH TO AID=GLD
1518 1 * (NOT YET SUPPORTED)

1519 1 *****
1520 1 **                                AUFRUF - PARAMETER                                **

```


FLAG LOCIN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

1521 1 *****
1522 1 *
1523 1 *          ES GIBT KEINE AUFRUF-PARAMETER

```

```

1524 1 *****
1525 1 **          RUECKKEHR - PARAMETER          **
1526 1 *****
000013 1527 1 ASACGRN EQU ASARETRN ALL: RETURN CODE
000000 1528 1 ASACGRK EQU X'00' ALL: REQUEST HONORED
000004 1529 1 ASACGFE EQU X'04' ALL: FORMALER FEHLER:
1530 1 *          - AUFRUFER IST NICHT 'AID'
1531 1 *          - UNGUELTIGE SUBFUNKTION
000008 1532 1 ASACPRV EQU X'08' IN: CALLER IS NOT TSGS

```

```

1533 1 *****
1534 1 **
1535 1 **          S A V E   S Y S T E M T A B L E S          **
1536 1 **          -----
1537 1 **
1538 1 **          TCB, PCBS AND P2 AUDIT TABLES ARE SAVED FOR AN
1539 1 **          SPECIFIED TASK.
1540 1 **
1541 1 *****
000014 1542 1 ORG ASALABEL
1543 1 *****
1544 1 **          HEADER - INFORMATION          **
1545 1 *****
000034 1546 1 ASASV EQU X'34' ALL: FUNCTION = SAVE SYSTEMTABLES
000000 1547 1 ASASVSAV EQU X'00' SAV: SUBFUNCT: SAVE SYSTABLES FOR SPEC.TASK
000004 1548 1 ASASVUSV EQU X'04' USV: SUBFUNCT: UNSAVE SYSTABLES F.SPEC.TASK
000008 1549 1 ASASVUSA EQU X'08' USA: SUBFUNCT: UNSAVE SYSTABLES F.ALL TASKS
000008 1550 1 ASASVMAX EQU X'08' MAXIMUM SUBFUNCTION

```

```

1551 1 *****
1552 1 **          AUFRUF - PARAMETER          **
1553 1 *****

```

```

000014 00000000
000018 0000

```

```

1554 1 ASASVTN DC F'0' ALL: TSN
1555 1 ASASVITH DC X'0000' ALL: ITN

```

```

1556 1 *****
1557 1 **          RUECKKEHR - PARAMETER          **
1558 1 *****
000013 1559 1 ASASVRTN EQU ASARETRN
000000 1560 1 ASASVGRK EQU X'00' ALL: REQUEST HONORED
000004 1561 1 ASASVFE EQU X'04' ALL: FORMALER FEHLER:
1562 1 *          ALL: - ILLEGAL SUBFUNCTION
1563 1 *          SAV/USV: - 2 BYTE ITN
1564 1 *          SAV/USV: - NEITHER TSN NOR ITN GIVEN
000008 1565 1 ASASVONT EQU X'08' SAV: FOR OWN TASK FUNCTION NOT EXECUTED

```


FLAG	LOC	CTN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
------	-----	-----	--------	------	-------	-------	------	---	--------	-----------

	000000C				1566	1	ASASVMEM	EQU	X'0C'	SAV: NO MEMORY AVAILABLE FOR SAVE
	0000010				1567	1	ASASVNSV	EQU	X'10'	USV: NOTHING SAVED FOR THIS TASK
	0000014				1568	1	ASASVNAP	EQU	X'14'	SAV: NOT ALL PCB'S ARE SAVED
	0000018				1569	1	ASASVCAN	EQU	X'18'	ALL: FUNCTION NOT AVAILABLE FOR SOME DAYS
					1570	1	*			THIS RC CAN ONLY BE ACTIVATED BY REPS
	000001C				1571	1	ASASVNMR	EQU	X'1C'	SAV: FUNCTION CALLED BY TOO MANY TASKS
	0000020				1572	1	ASASVTNF	EQU	ASASETNF	SAV/USV: TSN/ITN DOES NOT EXIST
	0000024				1573	1	ASASVHTT	EQU	X'24'	SAV/USV: ANOTHER TASKS IS EXECUTING
					1574	1	*			THIS FUNCTION. TRY IT LATER.

00001A 0000

					1575	1	ASASVPB#	DC	H'0'	ANZAHL DER GESAVTEN PCB'S. NUR DANN
					1576	1	*			GESETZT, IF RTN = 'SVGK' ODER 'SVNAP'

	00001C				1577	1	ASASVLEN	EQU	*-ASASERVE	
--	--------	--	--	--	------	---	----------	-----	------------	--

					1578	1	*****			
					1579	1	**			**
					1580	1	GET DATE			**
					1581	1	-----			**
					1582	1	LIEFERT TAGESDATUM, UHRZEIT UND BISHER VERBRAUCHTE CPU-ZEIT			**
					1583	1	**			**
					1584	1	*****			
	000014				1585	1	GRG	ASALABEL		
					1586	1	*****			
					1587	1	HEADER - PARAMETER			**
					1588	1	*****			
	000038				1589	1	ASAGD	EQU	X'38'	FUNCTION = GET DATE
					1590	1	*			ES GIBT KEINE SUBFUNCTIONS
	000000				1591	1	ASAGD	EQU	X'00'	MAXIMALE SUBFUNCTION=0

					1592	1	*****			
					1593	1	AUFRUF - PARAMETER			**
					1594	1	*****			
					1595	1	*			
					1596	1	----- K E I N E -----			
					1597	1	*			

					1598	1	*****			
					1599	1	RUECKKEHR - PARAMETER			**
					1600	1	*****			
	000013				1601	1	ASAGDRTN	EQU	ASARETRN	ALL: RETURN-CODE
	000000				1602	1	ASAGDOK	EQU	X'00'	ALL: ALLES OK
	000004				1603	1	ASAGDEFE	EQU	X'04'	ALL: FORMALER FEHLER
					1604	1	*			- SUBFUNCTION UNGLEICH X'00'

000014

					1605	1	ASAGDXXX	DS	0X	
					1606	1	*			
					1607	1	*			DATUM IST IN ZEICHENDARSTELLUNG IN DER FORM:

FLAG LOCIN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

1608 1 * YY/MM/TTTTIB
1609 1 * WOBEI: YY = JAHR
1610 1 * MM = MONAT
1611 1 * TT = TAG
1612 1 * III = JULIANISCHES DATUM
1613 1 * B = BLANK
1614 1 *
000014 F8F161F1F161F2F0 1615 1 ASAGDDAT DC CL12'81/11/20321 ' TAGESDATUM

1616 1 *
1617 1 * DIE TAGESZEIT IST IN ZEICHENDARSTELLUNG IN FOLGENDER
1618 1 * FORM GEGEBEN:
1619 1 * HHMMSS
1620 1 * WOBEI: HH = STUNDE
1621 1 * MM = MINUTE
1622 1 * SS = SEKUNDE
1623 1 *
000020 F1F3F5F4F0F1 1624 1 ASAGDTIM DC CL6'135401' TAGESZEIT

1625 1 *
1626 1 * DIE VERBRAUCHTE CPU-ZEIT WIRD IN ZEICHENDARSTELLUNG
1627 1 * IN FOLGENDER FORM GEGEBEN:
1628 1 * HHMMSS
1629 1 *
000026 F0F0F0F1F4F2 1630 1 ASAGDCPU DC CL6'000142' CPU-ZEIT
000018 1631 1 ASAGDLEN EQU *-ASAGDXXX LAENGE(RUECKKEHRPARAMETER)

1632 1 *****
1633 1 **
1634 1 ** H A R D W A R E - I N F O R M A T I O N **
1635 1 ** ----- **
1636 1 ** DIESER SERVICE IST NUR FUER SLEDFILE-ZUGRIFFE REALISIERT. ER **
1637 1 ** LIEFERT SELEKTIERTE HARDWARE-INFORMATION ZURUECK: **
1638 1 ** - AUDIT ADRESS REGISTER **
1639 1 ** - ALLE CPU - LOGOUT - REGISTER **
1640 1 ** - ALLE IGC - LOGOUT - REGISTER **
1641 1 ** DER SERVICE IST AUCH UEBER 'TAM' AUFRUFBAR. **
1642 1 *****
000014 1643 1 GRG ASALABEL

1644 1 *****
1645 1 ** HEADER - PARAMETER **
1646 1 *****
00003C 1647 1 ASAHW EQU X'3C' FUNKTION = HARDWARE-INFORMATION
1648 1 * ES GIBT KEINE SUBFUNKTIONEN. DAS FELD
1649 1 * 'SBFCT' MUSS GLEICH X'00' SEIN.
000000 1650 1 ASAHWMAX EQU X'00' HOECHSTE SUBFUNKTIONSNUMMER

1651 1 *****
1652 1 ** AUFRUF - PARAMETER **
1653 1 *****
000014 00 1654 1 ASAHWLNK DC X'00' SLEDFILE#

```


FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
					1655	1	*****
					1656	1	** RUECKKEHR - PARAMETER **
					1657	1	*****
	000013				1658	1	ASAHWRTH EQU ASARETRN
	000000				1659	1	ASAHWOK EQU X'00'
	000004				1660	1	ASAHWFE EQU X'04'
					1661	1	*
					1662	1	*
	000008				1663	1	ASAHWFNO EQU X'08'
					1664	1	*
	00000C				1665	1	ASAHWNOS EQU X'0C'
					1666	1	*
	000010				1667	1	ASAHWINA EQU X'10'
							ALLES OK; SERVICE AUSGEFUEHRT FORMALER FEHLER: - UNGUELFIGE SUBFUNKTION - LINK# > X'07' ANGEGEBENE DUMPDATEI WURDE NOCH NICHT UEBER DEN OPEN-SERVICE ANGEMELDET DUMPDATEI IST KEINE SLED-DATEI ODER DUMP WURDE AUF FUJITSU-ANLAGE GEZOGEN INFORMATION KONNTE NICHT ERZEUGT WERDEN
000018					1668	1	ASAHWXXX DS OF
000018	00000000				1669	1	ASAHWAA0 DC A(0)
00001C	00000000				1670	1	ASAHWAA1 DC A(0)
000020	00000000				1671	1	ASAHWAA2 DC A(0)
000024	00000000				1672	1	ASAHWAA3 DC A(0)
000028	00000000				1673	1	ASAHWCR0 DC A(0)
00002C	00000000				1674	1	ASAHWCR1 DC A(0)
000030	00000000				1675	1	ASAHWCR2 DC A(0)
000034	00000000				1676	1	ASAHWCR3 DC A(0)
000038	00000000				1677	1	ASAHWIR0 DC A(0)
00003C	00000000				1678	1	ASAHWIR1 DC A(0)
000040	00000000				1679	1	ASAHWIR2 DC A(0)
000044	00000000				1680	1	ASAHWIR3 DC A(0)
000048	00000000				1681	1	ASAHWIR4 DC A(0)
00004C	00000000				1682	1	ASAHWIR5 DC A(0)
000050	00000000				1683	1	ASAHWIR6 DC A(0)
000054	00000000				1684	1	ASAHWIR7 DC A(0)
	000040				1685	1	ASAHWLEN EQU *-ASAHWXXX
							LAENGE DER RETURN-PARAMETER
					1686	1	*****
					1687	1	**
					1688	1	** DATA TRANSPORT **
					1689	1	** ----- **
					1690	1	** DIESER SERVICE TRANSPORTIERT ZUSAMMENHAENGENDE SPEICHERBEREICHE **
					1691	1	** VON EINER AUSGANGS-ADRESSE AUF EINE ZIEL-ADRESSE. **
	000014				1692	1	*****
					1693	1	ORG ASALABEL
					1694	1	*****
					1695	1	** HEADER - PARAMETER **
					1696	1	*****
000040					1697	1	ASAMC EQU X'40'
000000					1698	1	ASAMCM EQU X'00'
000000					1699	1	ASAMCMAX EQU X'00'
							FUNCTION = DATA MANIPULATION SUBFUNCTION = MOVE DATA MAX. # OF SUBFUNCTION
					1700	1	*****
					1701	1	** AUFRUF - PARAMETER **
					1702	1	*****

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
------	------	--------	------	-------	-------	------	---	--------	-----------

000014 0000

1703 1 ASAMCLGH DC H'0'

OF BYTES TO PROCESS

1704 1 *

1705 1 *

1706 1 *

DEF OF SOURCE (S)

000018

1707 1 ASAMCSRC DS

OF

START OF SOURCEPARAMS

000018 00000000

1708 1 ASAMCSAD DC

A(0)

CH

ADDR OF S; IF 'ASAMCSKY'='ASAMCSPL'

1709 1 *

THEN ADDRESS OF BUFFER (WORD-ALIGNED)

00001C 00000000

1710 1 ASAMCSTS DC

A(0)

CH

TSN OF S; A(0) = DEFAULTTASK

000020 00000000

1711 1 ASAMCSP# DC

A(0)

CH

OF PAM PAGE, IF ACCESS TO DUMPFIL

000024 00000000

1712 1 ASAMCSPA DC

A(0)

CH

REL. ADDRESS WITHIN 1 MB RANGE

000028 0000

1713 1 ASAMCSIT DC

H'0'

CH

ITN OF S; X'0000' = DEFAULT-TASK

00002A 0000

1714 1 ASAMCSER DC

H'0'

DSECT-RELATIVE ADDRESS IF MCSST IS SET

00002C 00

1715 1 ASAMCSLN DC

X'00'

LINKNAME OF DUMPFIL, IF MCSST SET

00002D 00

1716 1 ASAMCSFB DC

X'00'

FLAGBYTE FOR S

000000

1717 1 ASAMCSTN EQU

ASAITN

CH

NICHT VERWENDET

000000

1718 1 ASAMCSTV EQU

ASATSN

CH

NICHT VERWENDET

000000

1719 1 ASAMCSTI EQU

ASAMCSTV+ASAMCSTN

NICHT VERWENDET

000040

1720 1 ASAMCSPV EQU

X'40'

CH

MCSF# & MCSFA ARE VALID

000020

1721 1 ASAMCSPH EQU

X'20'

CH

'MCSAD' IST REALE ADRESSE

000010

1722 1 ASAMCSDT EQU

ASADUMP

READ IN DUMPED TASK, ID # IN

000008

1723 1 ASAMCSTP EQU

X'08'

TRANSFORM TESTPOINTS IN S

000001

1724 1 ASAMCSOQ EQU

X'01'

CHECK BIT, NO VALIDATION FOR S

00002E 00

1725 1 ASAMCSF2 DC

X'00'

FLAGBYTE 2; NOT YET USED

000030

1726 1 DS

0H

ALIGNMENT

000030 00

1727 1 ASAMCSKY DC

X'00'

INDICATOR FOR KEYWORDS/REGISTERS

000000

1728 1 ASAMCSNR EQU

X'00'

NO KEYWORD

000004

1729 1 ASAMCSR EQU

X'04'

REGISTER, SEE MCSNR FOR NUMBER

000008

1730 1 ASAMCSOC EQU

X'08'

CONDITION CODE

00000C

1731 1 ASAMCSPC EQU

X'0C'

PROGRAM COUNTER

000010

1732 1 ASAMCSPM EQU

X'10'

PROGRAM MASK

000014

1733 1 ASAMCSFB EQU

X'14'

PROCESS CONTROL BLOCK;SEE MCPNR

000018

1734 1 ASAMCSPL EQU

X'18'

NOT USED

00001C

1735 1 ASAMCSFR EQU

X'1C'

INT. FLAG REGISTER

000020

1736 1 ASAMCSMR EQU

X'20'

INT. MASK REGISTER

000024

1737 1 ASAMCSER EQU

X'24'

INT. STATUS REGISTER

000028

1738 1 ASAMCSJC EQU

X'28'

JOB CONTROL BLOCK

00002C

1739 1 ASAMCSLT EQU

X'2C'

JOB TO BE PROCESSED BLOCK

000030

1740 1 ASAMCSIB EQU

X'30'

TASK CONTROL BLOCK

000034

1741 1 ASAMCSFC EQU

X'34'

FCB; LINK IS IN ASAMCFLK

00003E

1742 1 ASAMCSKS EQU

X'3E'

LIMIT # FOR TASK-DEPENDAND KEYS

000040

1743 1 ASAMCSKV EQU

X'40'

EXECUTIVE VECTOR TABLE

000044

1744 1 ASAMCSSC EQU

X'44'

SPEICHER-KLASSE; GIB IN 'MCSPL'

1745 1 *

DIE SPEICHERKLASSE AN

000048

1746 1 ASAMCSGR EQU

X'48'

FLOATING-POINT-REGISTERS

000048

1747 1 ASAMCSMX EQU

X'48'

MAX. # OF KEY

000031 00

1748 1 ASAMCSST DC

X'00'

INDICATOR FOR SYST.TABLE SYMBOLS

000000

1749 1 ASAMCSHS EQU

X'00'

NO SYMBOL

1750 1 *

2I.MCSST HOLDS AN IDENTIFICATION# FOR THE PARENT-

1751 1 *

DSECT (X'00'-X'FF') OF THE SYSTEM-TABLE-SYMBOL

1752 1 *

IN QUESTION.

000000

1753 1 ASAMCSSS EQU

X'00'

MAXIMUM ID-NUMBER OF PARENT-

1754 1 *

DSECT OF TASK-INDEPENDAND STS-

1755 1 *

SYMBOL. DSECTS MUST BE SORTED

FLAG	LOC	CTN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
------	-----	-----	--------	------	-------	-------	------	---	--------	-----------

							1756	1	*	
							1757	1	*	
							1758	1	*	
							1759	1	*	
							1760	1	*	
000032	00				00001B		1761	1	ASAMCSSX EQU	X'1B'
							1762	1	ASAMCSRH DC	X'00'
000033	00				000010		1763	1	ASAMCSAR EQU	X'10'
							1764	1	ASAMCSFN DC	X'00'
							1765	1	*	
							1766	1	*	
							1767	1	*	
					000000		1768	1	ASAMCSC1 EQU	X'00'
					000004		1769	1	ASAMCSC2 EQU	X'04'
					000008		1770	1	ASAMCSC3 EQU	X'08'
					00000C		1771	1	ASAMCSC5 EQU	X'0C'
					000010		1772	1	ASAMCSC6 EQU	X'10'
000034	D3C9D5D2D5C1D4C5						1773	1	ASAMCFLK DC	CL8'LINKNAME'

IN A WAY THAT ALL TASK-INDE-
PENDAND TABLES HAVE LOWER NUM-
BERS, WHILE ALL TASK-DEPENDAND
TABLES ARE PUT TOGETHER WITH
HIGHER NUMBERS.
MAX. ALLOWED IDENTIFICATION#
0-15: NR. OF REGISTER
ALL REGISTERS
0 : USER GAVE NO INDEX
N : - N-TER STACK
FALLS 'MOSKY'='MCSSC', DANN MUSS
HIER DIE SPEICHERKLASSE STEHEN.
SPEICHER-KLASSE 1
SPEICHER-KLASSE 2
SPEICHER-KLASSEN 3/4
SPEICHER-KLASSE 5
SPEICHER-KLASSE 6
LINKNAME FOR FCB(ASAMCSFC)

							1774	1	*****	
							1775	1	**	DEFINITION OF DESTINATION **
							1776	1	*****	

00003C	00000000				00003C		1777	1	ASAMCDRC EQU	*
							1778	1	ASAMCDAD DC	A(0)
							1779	1	*	
000040	00000000						1780	1	ASAMCDTS DC	A(0)
000044	00000000						1781	1	ASAMCDP# DC	A(0)
000048	00000000						1782	1	ASAMCDPA DC	A(0)
00004C	0000						1783	1	ASAMCDIT DC	H'0'
00004E	0000						1784	1	ASAMCEDR DC	H'0'
000050	00						1785	1	ASAMCDLN DC	X'00'
000051	00						1786	1	ASAMCDFB DC	X'00'
					000001		1787	1	ASAMCDCQ EQU	ASAMCSCQ
					000000		1788	1	ASAMCDTH EQU	ASAMCSTN
					000008		1789	1	ASAMCDTP EQU	ASAMCSTP
					000010		1790	1	ASAMCDDT EQU	ASAMCSDT
					000020		1791	1	ASAMCDPH EQU	ASAMCSPH
					000040		1792	1	ASAMCDPV EQU	ASAMCSPV
					000000		1793	1	ASAMCDTV EQU	ASAMCSTV
					000000		1794	1	ASAMCDTI EQU	ASAMCSTI
000052	00						1795	1	ASAMCDF2 DC	X'00'
					000030		1796	1	ASAMCDRG EQU	ASAMRG
000054							1797	1	DS	0H
000054	00						1798	1	ASAMCEKY DC	X'00'
					000000		1799	1	ASAMCDNG EQU	ASAMCSNG
					000004		1800	1	ASAMCDR EQU	ASAMCSR
					000008		1801	1	ASAMCDCC EQU	ASAMCSCC
					00000C		1802	1	ASAMCDPC EQU	ASAMCSPC
					000010		1803	1	ASAMCDPM EQU	ASAMCSPM
					000014		1804	1	ASAMCDPB EQU	ASAMCSPB
					00001C		1805	1	ASAMCDPR EQU	ASAMCSFR
					000020		1806	1	ASAMCDMR EQU	ASAMCSMR

BEGINNING OF DESTINATION PARAMS
ADDR OF D; WILL NOT BE REGARDED, IF
MCDKY OR MCDST IS SET
TSN OF D; A(0) = DEFAULT-TASK
OF PAM PAGE IF ACCESS TO DUMP FILE
REL. ADDRESS WITHIN 1 MB RANGE
ITN OF D; X'0000' = DEFAULT - TASK
DSECT-RELATIVE ADDRESS, IF MCDST SET
LINKNUMBER OF DUMPFIL, IF MCDST SET
FLAGBYTE FOR D
CHECK BIT, NO VALIDATION FOR D
NICHT VERWENDET
TRANSFORM TESTPOINTS IN D
READ IN DUMPED TASK, ID # IN 'MCDIT'
'MCDAD' IST REALE ADRESSE
MCDPA & MCDPA ARE VALID
NICHT VERWENDET
NICHT VERWENDET
FLAGBYTE 2
IGNORE READ-ONLY-PROTECTION
ALIGNMENT
INDICATOR FOR KEYWORDS/REGISTERS
NO KEYWORD
REGISTER, SEE MCDNR FOR NUMBER
CONDITION CODE
PROGRAM COUNTER
PROGRAM MASK
PROCESS CONTROL BLOCK; SEE MCPNR
INT. FLAG REGISTER
INT. MASK REGISTER

FLAG	LOC	CTN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT	
					000024		1807	1	ASAMCDSR EQU	ASAMCSSR	INT. STATUS REGISTER
					000028		1808	1	ASAMCDJC EQU	ASAMCSJC	JOB CONTROL BLOCK
					00002C		1809	1	ASAMCDJT EQU	ASAMCSJT	JOB TO BE PROCESSED BLOCK
					000030		1810	1	ASAMCDTB EQU	ASAMCSTB	TASK CONTROL BLOCK
					000040		1811	1	ASAMCDXV EQU	ASAMCSXV	EXECUTIVE VECTOR TABLE
					000048		1812	1	ASAMCDGR EQU	ASAMCSGR	FLGATING-POINT-REGISTERS
					000048		1813	1	ASAMCDMX EQU	ASAMCSMX	MAX. # OF KEY
000055	00						1814	1	ASAMCDST DC	X'00'	INDICATOR FOR SYST.TABLE SYMBOLS
					000009		1815	1	ASAMCDNS EQU	0	NO SYMBOL
000056	00						1816	1	ASAMCDRN DC	X'00'	0-15: NR OF REGISTER
					000010		1817	1	ASAMCDAR EQU	16	ALL REGISTERS
000057	00						1818	1	ASAMCDPN DC	X'00'	0 : CURRENT STACK
							1819	1	*		N : - N-TER PCB
							1820	1	*****		
							1821	1	**		
							1822	1	*****		
							1823	1	ASAMCRTN EQU	ASARETRN	RETURN PARAM
000013							1824	1	ASAMCCK EQU	X'00'	ALL G.K.; BUT SEE ASAMCFB
000000							1825	1	ASAMCFE EQU	X'04'	FORMALER FEHLER:
000004							1826	1	*		- SUBFUNKTION UNGLEICH X'00'
							1827	1	*		- LAENGE = X'0000', ABER KEIN
							1828	1	*		KEYWORD GEGEBEN
							1829	1	*		- DUMPFIL-LINK# > 7
							1830	1	*		- UNGUELTIGE KEY#
							1831	1	*		- SCHREIBEN IN TRACETABLE
							1832	1	*		- UNGUELTIGES REGISTER
000008							1833	1	ASAMCV EQU	X'08'	ERROR IN S AND/OR D, SEE MCSER & MCDER
00000C							1834	1	ASAMCDT1 EQU	X'0C'	DUMPFIL EXISTIERT NICHT
000010							1835	1	ASAMCDT2 EQU	X'10'	NICHT VERWENDET
000014							1836	1	ASAMCIT1 EQU	X'14'	ITN IN S NOT FOUND
000018							1837	1	ASAMCIT2 EQU	X'18'	ITN IN D NOT FOUND
00001C							1838	1	ASAMCPH1 EQU	X'1C'	INDICATED STACK NOT FOUND IN S
							1839	1	*		OR NOT SAVED
000020							1840	1	ASAMCPH2 EQU	X'20'	INDICATED STACK NOT FOUND IN D
000024							1841	1	ASAMCBD1 EQU	X'24'	SOURCE BOUNDARIES VIOLATED
000028							1842	1	ASAMCBD2 EQU	X'28'	D - BOUNDARIES VIOLATED
00002C							1843	1	ASAMCTS1 EQU	X'2C'	TSN IN S NOT FOUND
000030							1844	1	ASAMCTS2 EQU	X'30'	TSN IN D NOT FOUND
000034							1845	1	ASAMCTK1 EQU	X'34'	NO TASK SPECIFIED FOR S
000038							1846	1	ASAMCTK2 EQU	X'38'	NO TASK SPECIFIED FOR D
00003C							1847	1	ASAMCPH1 EQU	X'3C'	ZUGRIFF UEBER EINE REALE ...
000040							1848	1	ASAMCPH2 EQU	X'40'	... ADRESSE IST NICHT MOEGLICH
000044							1849	1	ASAMCN4 EQU	X'44'	NO CLASS4 MEMORY AVAILABLE; ACCESS
							1850	1	*		TO SYSTEM-ADDRESS IMPOSSIBLE
000048							1851	1	ASAMCCM EQU	X'48'	UEBERTRAGUNG ZWISCHEN 2 FREMDEN TASKS
							1852	1	*		IST NICHT ERLAUBT
00004C							1853	1	ASAMCSEM EQU	X'4C'	ANOTHER TASK ACCESSES SAME PAGE
							1854	1	*		YOU MAY RETRY LATER
000050							1855	1	ASAMCCMO EQU	X'50'	ACCESS OF DIFFERENT SEGMENTS OF
							1856	1	*		FOREIGN TASKS NOT ALLOWED
000054							1857	1	ASAMCSCH EQU	X'54'	FGH ADDR SPACE CANNOT BE ACCESSED
000058							1858	1	ASAMCKNE EQU	X'58'	SPECIFIED TABLE DOES NOT EXIST OR
							1859	1	*		NOT ACCESSABLE OR NOT SAVED

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
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				00005C		1860	1	ASAMCLNA EQU	X'5C'	ILLEGAL WRITE-ACCESS TO READ-ONLY PAGE
						1861	1	*		FUNCTION NOT YET IMPLEMENTED
				000060		1862	1	ASAMCHYI EQU	X'60'	ALLOCATION ERROR IN S/D
				000064		1863	1	ASAMCSDA EQU	X'64'	NO MEMORY FOR TRACETABLE
				000068		1864	1	ASAMCTNM EQU	X'68'	FCB REQUESTED WITHOUT SPECIFYING LINK-NAME
				00006C		1865	1	ASAMCNLS EQU	X'6C'	FILE WITH SPECIFIED LINKNAME NOT OPEN (FCB REQUESTED)
						1866	1	*		ANGELEGENE SPEICHERKLASSE EXISTIERT NICHT
				000070		1867	1	ASAMCFNG EQU	X'70'	MAXIMUM VALUE OF RETURN-CODE
						1868	1	*		
				000074		1869	1	ASAMCMCH EQU	X'74'	
						1870	1	*		
				000074		1871	1	ASAMCPL EQU	X'74'	
000058						1872	1	ASAMCXXX DS	0X	
000058 00						1873	1	ASAMCFB DC	X'00'	FLAGBYTE
				000080		1874	1	ASAMCLA EQU	X'80'	GIVEN LENGTH VIOLATED S- OR D- BOUNDARIES; LENGTH HAS BEEN ADJUSTED ACCORDINGLY
						1875	1	*		NO LENGTH GIVEN; INFORM ONLY
				000040		1876	1	ASAMCINF EQU	X'40'	SEE MCSAD, MCDAD, MCLGH FOR RETURN
						1877	1	*		TOO MANY ENTRIES IN SAVEMOVE;
				000020		1878	1	ASAMCHC1 EQU	X'20'	D COULD NOT BE SAVED
						1879	1	*		NO MEMORY FOR COPY OF D;
				000010		1880	1	ASAMCHC2 EQU	X'10'	D COULD NOT BE SAVED
						1881	1	*		MOVE INTO/OUT OF FOREIGN TASK
				000008		1882	1	ASAMCSEG EQU	X'08'	VIOLATES SEGMENT-BOUNDARY; ONLY 'MOTMP' BYTES MOVED; REPEAT NEW ADDRESS
						1883	1	*		UEBERQUALIFIZIERTE EINGABE
				000004		1884	1	ASAMCQUL EQU	ASAUQUAL	
						1885	1	*		
000059 00						1886	1	ASAMCCC DC	X'00'	CONDITION CODE, (NOT YET IMPLEMENTED)
				000080		1887	1	ASAMCEQ EQU	X'80'	S = D) USEFUL AS MASK
				000040		1888	1	ASAMCLT EQU	X'40'	S < D > FOR A EX GN A BC
				000020		1889	1	ASAMCGT EQU	X'20'	S > D) OR A BCR
00005A						1890	1	ASAMCERR DS	0H	
00005A 00						1891	1	ASAMCSER DC	X'00'	ERROR FLAGBYTE FOR SOURCE
				000080		1892	1	ASAMCSNA EQU	X'80'	PAGE NOT DUMPED, COULD NOT BE ACCESSED
				000040		1893	1	ASAMCSOB EQU	X'40'	PAGE NOT DUMPED, NOT WITHIN LIMITS OF DUMP
						1894	1	*		PAGE NOT ALLOCATED
				000020		1895	1	ASAMCSNE EQU	X'20'	DUMP PRIVILEGE TOO SMALL,
				000010		1896	1	ASAMCSDP EQU	X'10'	PAGE NOT DUMPED
						1897	1	*		TESTPRIV TOO SMALL
				000001		1898	1	ASAMCSPR EQU	X'01'	TESTPRIV IN ANY CASE TOO SMALL
				000002		1899	1	ASAMCSPG EQU	X'02'	ERROR FLAGBYTE FOR D
						1900	1	ASAMCDER DC	X'00'	PAGE NOT DUMPED, COULD NOT BE ACCESSED
00005B 00				000080		1901	1	ASAMCDNA EQU	ASAMCSNA	PAGE NOT DUMPED, NOT WITHIN LIMITS OF DUMP
				000040		1902	1	ASAMCDOB EQU	ASAMCSOB	PAGE NOT ALLOCATED
						1903	1	*		DUMP PRIVILEGE TOO SMALL,
				000020		1904	1	ASAMCDNE EQU	ASAMCSNE	PAGE NOT DUMPED
				000010		1905	1	ASAMCDDP EQU	ASAMCSDP	TESTPRIV TOO SMALL
						1906	1	*		TESTPRIV IN ANY CASE TOO SMALL
				000001		1907	1	ASAMCDPR EQU	ASAMCSPR	WRITE INTO DUMP-FILE
				000002		1908	1	ASAMCDPG EQU	ASAMCSPG	
				000004		1909	1	ASAMCDER EQU	X'04'	

FLAG	LOC	CTN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
00005C	00000000						1912	1	ASAMCBYT DC	A(0) ANZAHL DER BEARBEITETEN BYTES
					00005E		1913	1	ORG	ASAMCBYT+2
00005E	0000						1914	1	ASAMCTNP DC	H'0'
							1915	1	*	
							1916	1	*	
000060	00						1917	1	ASAMCSSB DC	X'00'
000061	00						1918	1	ASAMCDSB DC	X'00'
000062	00						1919	1	ASAMCTYP DC	X'00'
000063	00						1920	1	ASAMCPND DC	X'00'
000064	0000						1921	1	ASAMCQ DC	H'0'
000065	00000000						1922	1	ASAMCTCB DC	A(0)
					000014		1923	1	ASAMCLEN EQU	*-ASAMCXXX
							1924	1	*****	LENGTH(RET.PARAMS)
							1925	1	**	
							1926	1	**	ZUGRIFF AUF AID-TEXTDATEI
							1927	1	**	-----
							1928	1	**	ZUGRIFF AUF VOM AUFRUFER ANGEGEBENE DATEI UEBER EINEN ISAM-
							1929	1	**	SATZSCHLUESSEL.
							1930	1	**	
							1931	1	*****	
					000014		1932	1	ORG	ASALABEL
							1933	1	*****	
							1934	1	**	HEADER - INFORMATION
							1935	1	*****	
					000044		1936	1	ASAHPP EQU	X'44'
					000000		1937	1	ASAHPPMAX EQU	X'00'
							1938	1	*****	FUNCTION = ACCESS AID-TEXT-DATEI
							1939	1	**	MAXIMUM SUBFUNCTION #
							1940	1	*****	
							1941	1	ASAHPLSC DC	Y(0)
							1942	1	*	LENGTH OF SEARCH-CRITERIA (VALUES
							1943	1	ASAHPPSC DC	'CRITERIA'
							1944	1	ASAHPPABA DC	A(0)
							1945	1	ASAHPLBA DC	Y(0)
							1946	1	ASAHPPNAM DC	CL17'FILENAME'
							1947	1	*****	NAME OF HELPPFILE
							1948	1	**	
							1949	1	*****	RUECKKEHR - PARAMETER
							1950	1	ASAHPPRTN EQU	ASARETN
					000013		1951	1	ASAHPPK EQU	X'00'
					000000		1952	1	ASAHPPGT EQU	X'00'
					000000		1953	1	ASAHPPFE EQU	X'04'
					000004		1954	1	*	RETURN-CODE
							1955	1	*	RETURN G.K.
							1956	1	*	RETURN G.K. END OF INFO
							1957	1	*	FORMALER FEHLER:
							1958	1	*	- CALLER IS NOT AID
							1959	1	*	- ANY INPUT EQUALS TO ZERO
							1960	1	*	- A(BUFFER) IS NOT ALLGATED
							1961	1	*	- BUFFER NOT WORD-ALIGNED
							1962	1	*	- LENGTH(SEARCH-CRITERIA) > 255
							1963	1	*	- UNGUELTIGE SUBFUNKTION
					000008		1964	1	ASAHPPNIA EQU	X'08'
					00000C		1965	1	ASAHPPFNO EQU	X'0C'
					000010		1966	1	ASAHPTAP EQU	X'10'
							1967	1	*****	RETURN NO INFO AVAIL
							1968	1	*****	FILE COULD NOT BE OPENED
							1969	1	*****	BANDDATEIZUGRIFF NICHT ERLAUBT

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
000037						1963	1	ASAHXXXX DS 0X
000037	0000					1964	1	ASAHXXXX DC XL2'00'
		000002				1965	1	ASAHPLN EQU *-ASAHXXXX
						1966	1	*****
						1967	1	**
						1968	1	**
						1969	1	**
						1970	1	**
						1971	1	*****
		000014				1972	1	ORG ASALABEL
						1973	1	*****
						1974	1	**
						1975	1	*****
		000048				1976	1	ASATM EQU X'48'
		000000				1977	1	ASATMMAX EQU X'00'
						1978	1	*****
						1979	1	**
						1980	1	*****
						1981	1	*
						1982	1	*
						1983	1	*
						1984	1	*****
						1985	1	**
						1986	1	*****
		000013				1987	1	ASATMRN EQU ASARETRN
		000000				1988	1	ASATMOK EQU X'00'
		000004				1989	1	ASATMFE EQU X'04'
						1990	1	*
						1991	1	*
000014						1992	1	ASATMXXX DS 0X
						1993	1	*****
						1994	1	*
						1995	1	*
						1996	1	*****
000014	00					1997	1	ASATMTLL DC X'00'
000015	00					1998	1	ASATMHOL DC X'00'
000016	00					1999	1	ASATMPLL DC X'00'
						2000	1	ASATMTSH DC A(0)
						2001	1	ASATMTSH DC Y(0)
						2002	1	ASATMLN EQU *-ASATMXXX
						2003	1	*****
						2004	1	**
						2005	1	**
						2006	1	**
						2007	1	**
						2008	1	**
						2009	1	**
						2010	1	**
						2011	1	**

FLAG	LOC	TH	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
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2012	1	**							LEVEL FOR A GIVEN NAMED ITEM. THE POSSIBLE LEVELS	**
2013	1	**							IN DESCENDING ORDER ARE:	**
2014	1	**								**
2015	1	**							LOAD MODULE (= ADDRESS OF LMIR)	**
2016	1	**							SOURCE MODULE (= ADDRESS OF SMREC)	**
2017	1	**							OBJECT MODULE (= ADDRESS OF MIREC)	**
2018	1	**							CSECT (= ADDRESS OF CSREC);	**
2019	1	**								**
2020	1	**							- CREATION OF A COMPLETE AIDSYS-DESCRIPTOR FOR A	**
2021	1	**							GIVEN VIRTUAL ADDRESS; AND	**
2022	1	**								**
2023	1	**							- DESCRIBE THE ENVIRONMENT OF A GIVEN AIDSYS-	**
2024	1	**							DESCRIPTOR IN THE FOLLOWING FORM:	**
2025	1	**								**
2026	1	**							NAME OF THE PROGRAMM (FROM PCLST)	**
2027	1	**							PROGRAMM LOAD ADDRESS (FROM PCLST)	**
2028	1	**							NAME OF THE LOAD MODULE (FROM LMIR)	**
2029	1	**							RELATIVE LOAD ADDRESS OF THE LM (FROM LMIR)	**
2030	1	**							NAME OF THE SOURCE MODULE (FROM SMREC)	**
2031	1	**							ADDRESS OF THE FIRST GM IN THE SM (FROM MIREC)	**
2032	1	**							NAME OF THE OBJECT MODULE (FROM MIREC)	**
2033	1	**							RELATIVE LOAD ADDRESS OF THE GM (FROM MIREC)	**
2034	1	**							NAME OF THE CSECT (FROM CSREC)	**
2035	1	**							RELATIVE ADDRESS OF THE CSECT (FROM CSREC)	**
2036	1	**							INDICATOR AS TO WHETHER LSD OR ISD INFORMATION	**
2037	1	**							IS AVAILABLE	**
2038	1	**								**
2039	1	*							*****	**
2040	1	*							ORG ASALABEL	**
2041	1	*							UNIVERSAL INPUT PARAMETERS	**
2042	1	*								**
2043	1	*	ASADS	EQU	X'4C'				FUNCTION: DESCRIPTOR SERVICES	**
2044	1	*	ASADSCFN	EQU	X'04'				SUBJECT: CREATE AD FROM NAME	**
2045	1	*	ASADSCFA	EQU	X'08'				SUBJECT: CREATE AD FROM VIRT. ADDR.	**
2046	1	*	ASADSENV	EQU	X'0C'				SUBJECT: DESCRIBE THE AD ENVIRONMENT	**
2047	1	*	ASADSDPG	EQU	X'10'				SUBJECT: LIEFERE MAP-INFORMATION	**
2048	1	*	ASADSMAX	EQU	X'10'				MAX. # OF SUBFUNCTION	**
2049	1	*	ASADSTSN	DC	CL4'				ALL: TSN OF ACCESSED TASK; A(0)=DEFAULT	**
2050	1	*	ASADSITH	DC	XL2'0000'				ALL: ITN OF ACCESSED TASK; X'00'=DEFAULT	**
2051	1	*	ASADSDFN	DC	XL1'00'				ALL: DUMP FILE LINK NR OF ACCESSED TASK	**
2052	1	*	ASADSUSE	DC	X'00'				ALL: USAGE INDICATOR: VALUES CAN BE	**
2053	1	*	ASADSUDU	EQU	X'01'				ALL: DOMAINE = USER	**
2054	1	*	ASADSUDS	EQU	X'02'				ALL: DOMAINE = SYSTEM	**
2055	1	*	ASADSUTH	EQU	ASATSN				NICHT VERWENDET	**
2056	1	*	ASADSUIT	EQU	ASAITN				NICHT VERWENDET	**
2057	1	*	ASADSUDF	EQU	ASADUMP				ALL: DUMPFIL ACCESS IS REQUIRED	**
2058	1	*	ASADSSCL	EQU	X'20'				DPG: SUPPLEMENTARY CALL	**
2059	1	*							*****	**
2060	1	*							UNIVERSAL INPUT PARAMETERS WHICH MAY BE ALTERED (SUBFCTS CREATE)*	**
2061	1	*							*****	**
2062	1	*	DS		OF					**
2063	1	*	ASADSD	DS	OCL16				ENV+DPG: AIDSYS-DESCRIPTOR (MUST BE ALL	**

000014

00004C

000004

000008

00000C

000010

000010

000014 40404040

000018 0000

00001A 00

00001B 00

000001

000002

000000

000000

000010

000020

00001C

00001C

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
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					2064	1	* ZEROS FOR SUBFCTS 'CFN' & 'CFA'
00001C	00000000				2065	1	ASADSADL DC A(0) ENV+DPG: ADDRESS OF LMIR
000020	00000000				2066	1	ASADSADS DC A(0) ENV+DPG: ADDRESS OF SMREC
000024	00000000				2067	1	ASADSADJ DC A(0) ENV+DPG: ADDRESS OF MIREC
000028	00000000				2068	1	ASADSADC DC A(0) ENV+DPG: ADDRESS OF CSREC
					2069	1	*****
					2070	1	** UNIVERSAL OUTPUT PARAMETERS **
					2071	1	*****
000013					2072	1	ASADSRTH EQU ASARETRN RETURN CODES
					2073	1	*
000000					2074	1	ASADSGK EQU X'00' ALL: REQUEST SATISFIED
000004					2075	1	ASADSPF EQU X'04' ALL: FORMAL ERROR
					2076	1	*
					2077	1	- CALLER IS NOT AID
					2078	1	- INVALID SUBFUNCTION-CODE
					2079	1	- ONE OF INPUT-ADDRESSES IS NOT ALLOCATED
					2080	1	- ONE OF 'RECORDPOINTERS' DOES NOT POINT TO INDICATED RECORD
					2081	1	- BOTH DOMAINE-USER & DOMAINE=-SYSTEM ARE SPECIFIED
					2082	1	- DOMAINE=SYSTEM & LEVEL<>CSECT
					2083	1	- DESCRIPTOR<>0 & SUBFCT='CFN'
					2084	1	OR SUBFCT='CFA'
000008					2085	1	CFN: THE NAMED ITEM WAS NOT FOUND
00000C					2086	1	CFA: NO MATCH FOUND FOR VIRTUAL ADDRESS
000010					2087	1	ENV+DPG: THE AIDSYS-DESCRIPTOR IS INCORRECT
000014					2088	1	ALL: NO PROGRAM LOADED
000018					2089	1	ALL: - BUFFER NOT CLASS5 OR 6
					2090	1	- NO BUFFER SPECIFIED THOUGH SUBFCT=ASADSDPG
					2091	1	ALL: OLD FORMAT OF LOAD-INFORMATION
00001C					2092	1	ALL: SPECIFIED FILE NOT OPEN
000020					2093	1	CFA: INPUT-ADDRESS IS IN CONFLICT WITH SPECIFIED (OR DEFAULT) DOMAINE
000024					2094	1	ALL: SPECIFIED TASK NOT FOUND
					2095	1	ALL: ERROR IN SYSTEM
000028					2096	1	DPG: NOT YET IMPLEMENTED
00002C					2097	1	DIE GENUENSCHTE INFORMATION IST NICHT IM DUMPPFILE-UMFANG ENTHALTEN
000030					2098	1	TESTPRIV IST ZU KLEIN, KANN ABER ERHOEHT WERDEN.
000034					2099	1	TESTPRIV IST ZU KLEIN UND KANN NICHT MEHR GENUEGEND ERHOEHT WERDEN
000038					2100	1	DPG: ANGEGEBENER LEVEL IST NICHT ERLAUBT
					2101	1	ALL: NO CSECT INFO AVAILABLE
00003C					2102	1	ALL: PAGE NOT DUMPED (REAL SLEDFILE)
					2103	1	END OF UNIVERSAL PARAMETERS
000040					2104	1	
000044					2105	1	
000048					2106	1	
00002C					2107	1	ASADSSLK EQU X'40'
					2108	1	ASADSNCI EQU X'44'
					2109	1	ASADSPND EQU X'48'
					2110	1	ASADXXXX DS 0CL1

2111	1	*****
2112	1	*
2113	1	* SUBFUNCTION: CREATION OF AN AIDSYS-DESCRIPTOR TO A *

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
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						2114	1	* SPECIFIED LEVEL FOR A GIVEN NAMED ITEM *
						2115	1	* *
						2116	1	*****
		00002C				2117	1	GRG ASADSXXX
						2118	1	*
						2119	1	* INPUT PARAMETERS: PARTIAL AIDSYS-DESCRIPTOR (&I.DSAD)
						2120	1	*
00002C	C9E3C5D4D5C1D4C5					2121	1	ASADSNAM DC CL8'ITEMNAME' NAME OF THE ITEM
000034	00					2122	1	ASADSLEV DC XL1'00' LEVEL OF THE ITEM, THAT IS:
						2123	1	*
		000004				2124	1	ASADSLLM EQU X'04' - LOAD MODULE
		000008				2125	1	ASADSLSM EQU X'08' - SOURCE MODULE
		00000C				2126	1	ASADSLGM EQU X'0C' - OBJECT MODULE
		000010				2127	1	ASADSLCS EQU X'10' - CSECT
						2128	1	*
						2129	1	* OUTPUT PARAMETERS: AIDSYS-DESCRIPTOR (SEE &I.DSAD)
						2130	1	* RETURN CODES (SEE &I.DSRTN)
						2131	1	*

						2132	1	*****
						2133	1	*
						2134	1	* SUBFUNCTION: CREATION OF A COMPLETE AIDSYS-DESCRIPTOR FOR A
						2135	1	* GIVEN VIRTUAL ADDRESS *
						2136	1	*
		00002C				2137	1	*****
						2138	1	GRG ASADSXXX
						2139	1	*
						2140	1	* INPUT PARAMETERS
						2141	1	*
00002C	00000000					2142	1	ASADSADR DC A(0) VIRTUAL ADDRESS FOR WHICH AN AIDSYS
						2143	1	* DESCRIPTOR IS REQUESTED
						2144	1	*
						2145	1	* OUTPUT PARAMETERS: AIDSYS-DESCRIPTOR (SEE &I.DSAD)
						2146	1	* RETURN CODES (SEE &I.DSRTN)
						2147	1	*
000030	00					2148	1	ASADSDGM DC X'00' DGMINE-INDICATOR
		000001				2149	1	ASADSDUS EQU ASADSUDU DGMINE = USER
		000002				2150	1	ASADSDSY EQU ASADSUDS DGMINE = SYSTEM

						2151	1	*****
						2152	1	*
						2153	1	* SUBFUNCTION: DESCRIBE THE ENVIRONMENT OF A GIVEN AIDSYS-
						2154	1	* DESCRIPTOR *
						2155	1	*
		00002C				2156	1	*****
						2157	1	GRG ASADSXXX
						2158	1	*
						2159	1	* INPUT PARAMETERS: AIDSYS-DESCRIPTOR (SEE &I.DSAD)
						2160	1	*

FLAG LCTN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

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00002C 00000000 2161 1 *
00002C D7D9D6C7D5C1D4C5 2162 1 * OUTPUT PARAMETERS: RETURN CODES (SEE &I.DSRTN)
000034 00000000 2163 1 *
000038 D3D4D6C4D5C1D4C5 2164 1 ASADSEB DS 0L65 ENVIRONMENT BLOCK
000040 00000000 2165 1 ASADSPRN DC CL8'PRGNAME' NAME OF THE PROGRAMM
000044 E2D4D6C4D5C1D4C5 2166 1 ASADSPRA DC A(0) INITIAL LOAD ADDRESS OF THE PROGRAMM
00004C 00000000 2167 1 ASADSLMN DC CL8'LMODNAME' NAME OF THE LOAD MODULE
000050 D6D4D6C4D5C1D4C5 2168 1 ASADSLMA DC A(0) RELATIVE LOAD ADDRESS THEREOF
000058 00000000 2169 1 ASADSSMN DC CL8'SMODNAME' NAME OF THE SOURCE MODULE
00005C C3E2C5C3D5C1D4C5 2170 1 ASADSSMA DC A(0) RELATIVE LOAD ADDRESS OF FIRST OM
000064 00000000 2171 1 ASADSSMN DC CL8'OMODNAME' NAME OF THE OBJECT MODULE
000066 00000000 2172 1 ASADSSMA DC A(0) RELATIVE LOAD ADDRESS THEREOF
00006C 00 2173 1 ASADSSCN DC CL8'CSECTNAME' NAME OF THE CSECT
2174 1 ASADSSCA DC A(0) RELATIVE LOAD ADDRESS THEREOF
2175 1 ASADSSBA DC A(0) ADDRESS OF THE FIRST A-BLOCK
2176 1 ASADSSND DC XL1'00' INDICATOR ISD/LSD INFORMATION AVAIL
2177 1 *
000004 2178 1 ASADSSISD EQU X'04' - MEANING ISD INFORMATION IS AVAIL
000008 2179 1 ASADSSLSD EQU X'08' - MEANING LSD INFORMATION IS AVAIL
000070 00000000 2180 1 ASADSSPL DC A(0) PROGRAMM-LAENGE
000074 00000000 2181 1 ASADSSLL DC A(0) LADEMODUL-LAENGE
000078 00000000 2182 1 ASADSSSL DC A(0) SOURCE-MODUL-LAENGE
00007C 00000000 2183 1 ASADSSQL DC A(0) OBJEKTMODUL-LAENGE
000080 00000000 2184 1 ASADSSCL DC A(0) CSECT-LAENGE
00002C 2185 1 GRG ASADSSXXX

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00002C 00000000 2186 1 *****
000030 0000 2187 1 *
2188 1 * SUBFUNKTION: LIEFERE MAP - INFORMATION *
2189 1 * *
2190 1 *****
2191 1 ASADSSAUB DC A(0) START ADDRESS OF BUFFER AREA
2192 1 ASADSSLUB DC Y(0) LENGTH OF BUFFER AREA
2193 1 ASADSSXLV EQU ASADSSLEV LEVEL OF THE ITEM: I. E.
2194 1 ASADSSXLM EQU ASADSSLLM LOAD MODULE LEVEL
2195 1 ASADSSXSM EQU ASADSSLSM SOURCE MODULE LEVEL
2196 1 ASADSSXOM EQU ASADSSLOM OBJECT MODULE LEVEL
2197 1 ASADSSXCS EQU ASADSSLCS CSECT LEVEL

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000000 2198 1 * THE FOLLOWING EQUATES DESCRIBE THE STRUCTURE OF
000008 2199 1 * ONE RECORD RETURNED IN THE BUFFER
000010 2200 1 * !!!! THIS EQU MUST CORRESPOND TO LENGTH !!!!
000020 2201 1 * !!!! OF FIELDS DESCRIBED WITHIN 'ARBBLK' !!!!
000084 2202 1 * !!!! DSECT DEFINED IN MODULE AIDSYS05. !!!!
2203 1 *
2204 1 ASADSSBNM EQU X'00' OFFSET: NAME OF CSECT/LOADMODULE/
2205 1 * OBJECTMODULE
2206 1 ASADSSBAD EQU X'08' OFFSET: A(ADDRESS OF OBJECT)
2207 1 ASADSSBLN EQU X'0C' OFFSET: A(LENGTH OF OBJECT)
2208 1 ASADSETP EQU X'10' OFFSET: FUER 13-BYTE-ETPND
2209 1 ASADSSBL EQU X'20' OFFSET: LENGTH(RECORD)
2210 1 GRG

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FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
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000084 00

000004
000008
000059

2211	1	*****
2212	1	**
2213	1	***** ALLGEMEINE WEITERE RUECKKEHR - PARAMETER *****
2214	1	ASADSFBR DC X'00' ALL: ANZEIGENFELD
2215	1	ASADSQUL EQU ASAUQUAL UEBERQUALIFIZIERTE EINGABE
2216	1	ASADSMGR EQU X'08' BUFFER OVERFLOW; FURTHER CALL NECESS
2217	1	ASADSLEN EQU *-ASADSXXX LENGTH OF SUBFUNCTION PARAMETERS

000014

2218	1	*****
2219	1	**
2220	1	**
2221	1	**
2222	1	** ZUGRIFF AUF DIE 'EGLDTAB'. LIEFERT ZU VORGEGEBENER VIRUELLER
2223	1	** ADRESSE EINEN MODULNAMEN UND EINE MODULRELATIVE ADRESSE.
2224	1	** LIEFERT BEI VORGEGEBENEM MODULNAMEN DIE ZUGEHÖRIGE MODUL-
2225	1	** ANFANGSADRESSE.
2226	1	**
2227	1	*****
2228	1	GRG ASALABEL

000050
000000
000004
000004

2229	1	*****
2230	1	**
2231	1	***** HEADER - PARAMETER *****
2232	1	ASAGA EQU X'50' ALL: FUNCTION = GET ADDRESS
2233	1	ASAGAEG EQU X'00' EG: SUBFCT = ACCESS EGLDTAB BY NAME
2234	1	ASAGAEQA EQU X'04' EGA: SUBFCT = ACCESS EGLDTAB BY ADDRESS
2235	1	ASAGANAX EQU X'04' MAX# OF SUBFUNCTION

000014 00000000

000014

000014 E2E8D4C2D6D34040

00001C 00
00001D 00

000010

2236	1	*****
2237	1	**
2238	1	***** AUFRUF - PARAMETER *****
2239	1	ASAGAAD DC A(0) EGA: ADDRESS FOR SEARCH IN EGLDTAB
2240	1	GRG ASAGAAD
2241	1	ASAGANME DC CL8'SYMBOL' EG: SYMBOLIC NAME; MUST BE FILLED UP
2242	1	** WITH BLANKS IF LESS THAN 8 CHARS.
2243	1	ASAGAFIL DC X'00' ALL: LINKNAME OF DUMPFIL
2244	1	ASAGAFB DC X'00' ALL: INDICATOR
2245	1	ASAGAFBF EQU ASADUMP ALL: ACCESS DUMPFIL

000013
000000
000004

000008
00000C
000010

2246	1	*****
2247	1	**
2248	1	***** RUECKKEHR - PARAMETER *****
2249	1	ASAGARTN EQU ASARETN ALL: RETURN CODE
2250	1	ASAGARK EQU X'00' ALL: REQUEST HONORED
2251	1	ASAGAFE EQU X'04' ALL: FORMALER FEHLER
2252	1	** - UNGÜELTIGE SUBFUNKTION
2253	1	** - UNGÜELTIGE DUMPFIL LINK#
2254	1	** - EG: KEIN NAME ANGEZEIGT
2255	1	ASAGANDE EQU X'08' ALL: EGLDTAB NOT FOUND
2256	1	ASAGAFNG EQU X'0C' ALL: SPECIFIED FILE NOT OPEN
2257	1	ASAGANNF EQU X'10' EG: SPECIFIED NAME NOT FOUND

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMNT	M	SOURCE STATEMENT
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			000014		2258	1	ASAGAANF EQU X'14'	EGA: NO MODULE FOUND FOR SPECIFIED LOCATION
000020					2259	1	ASAGAXXX DS OF	
000020	00000000				2260	1	ASAGAADR DC A(0)	EG: ADDRESS OF SPECIFIED SYMBOL
					2261	1	*	EGA: RELATIVE ADDRESS OF SPECIFIED
					2262	1	*	LOCATION WITHIN CSECT
000024	C3E2C5C3E3404040				2263	1	ASAGAMGD DC CL8'CSECT'	EGA: NAME OF CSECT THAT CONTAINS
					2264	1	*	SPECIFIED LOCATION
00002C	00000000				2265	1	ASAGAENT DC A(0)	ALL: POINTER TO ENTRY IN EQLDTAB
		000010			2266	1	ASAGALEH EQU *-ASAGAXXX	LENGTH(RETURN-PARAMS)
					2267	1	*****	
					2268	1	**	
					2269	1	**	
					2270	1	**	
					2271	1	** DIESER SERVICE LIEFERT VERSCHIEDENE TASK- ODER SYSTEM-BEZUGENE	
					2272	1	** INFORMATIONEN:	
					2273	1	** - ALLE FILE CONTROL BLOCKS EINES TASKS	
					2274	1	** - ALLE PROCESS CONTROL BLOCKS EINES TASKS	
					2275	1	** - ALLE TESTPUNKTE (TASK OR SYSTEM) DES ANGEgebenEN TASKS	
					2276	1	** - ALLE AID/IDA-REPS	
					2277	1	** - ALLE TASKS ON DUMPCODEI	
					2278	1	**	
					2279	1	*****	
		000014			2280	1	GRG ASALABEL	
					2281	1	*****	
					2282	1	** HEADER - PARAMETER	
					2283	1	*****	
000054					2284	1	ASAI2 EQU X'54'	ALL: FUNCTION = INFORM
000000					2285	1	ASAI2FCB EQU X'00'	FCB: SUBFUNCTION = GET ALL FCB'S
000004					2286	1	ASAI2PCB EQU X'04'	PCB: SUBFUNCTION = GET ALL PCB'S
000008					2287	1	ASAI2CSC EQU X'08'	UNUSED
00000C					2288	1	ASAI2TPT EQU X'0C'	TPT: SUBFUNCTION = GET ALL TESTPOINTS
000010					2289	1	ASAI2MVE EQU X'10'	MVE: SUBFUNCTION = GET ALL SYSTEM-MOVES
000014					2290	1	ASAI2DMP EQU X'14'	DMP: SUBFUNCTION = ALLE TASKS VON DUMPCODEI
000014					2291	1	ASAI2MAX EQU X'14'	MAXIMUM # OF SUBFUNCTION
					2292	1	*****	
					2293	1	** AUFRUF - PARAMETER	
					2294	1	*****	
000014	0000				2295	1	ASAI2ITN DC H'0'	ALL: ITN; X'0000' BEDEUTET DEFAULT-TASK
000018	00000000				2296	1	ASAI2TSN DC A(0)	ALL: TSN; A(0) BEDEUTET DEN DEFAULT-TASK
00001C	00000000				2297	1	ASAI2ADR DC A(0)	ALL: A(BUFFER), INTO WHICH AIDSYS HAS TO
					2298	1	*	RETURN THE REQUESTED INFORMATION. THE
					2299	1	*	END OF THE LIST WILL BE MARKED BY
					2300	1	*	AIDSYS WITH C'*****'.
000020	00000000				2301	1	ASAI2BLN DC A(0)	ALL: LENGTH OF BUFFER SPECIFIED BY ASAI2ADR
					2302	1	ASAI2FB DC X'00'	ALL: FLAGBYTE
000024	00				2303	1	ASAI2DT EQU ASADUMP	ALL: ACCESS DUMPED TASK
		000010			2304	1	ASAI2SYS EQU X'40'	TPT: FOR SUBJECT ASAI2TPT ONLY: GET TEST-
		000040						

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
						2305	1	*	POINTS SET IN SYSTEM'S SPACE BY
						2306	1	*	SPECIFIED TASK
		000020				2307	1	ASAI2ALS EQU	X'20' TPT: FOR SUBFCT ASAI2TPT ONLY; GET ALL
						2308	1	*	TESTPOINTS IN SYSTEM WITHOUT REGARD
						2309	1	*	TO ANY SPECIFIC TASK
		000000				2310	1	ASAI2VIT EQU	ASAITN NICHT VERWENDET
		000000				2311	1	ASAI2VTS EQU	ASATSN NICHT VERWENDET
000025	00					2312	1	ASAI2LNK DC	X'00' ALL: LINK# OF DUMPFIL (OPTIONAL)
000026	4040404040404040					2313	1	ASAI2MGD DC	CL8' ' CSC/TPT: MODULE-NAME
						2314	1	*****	*****
						2315	1	**	RUECKKEHR - PARAMETER **
						2316	1	*****	*****
		000013				2317	1	ASAI2RTN EQU	ASARETRN RETURN- CODE
		000000				2318	1	ASAI2OK EQU	X'00' ALL: ALL GK
		000004				2319	1	ASAI2FE EQU	X'04' ALL: FORMALER FEHLER:
						2320	1	*	- DER AUFRUFER IST NICHT 'AID'
						2321	1	*	- UNGUELTIGE SUBFUNKTION
						2322	1	*	- ITN > 255
		000008				2323	1	ASAI2NMA EQU	X'08' ALL: NO BUFFER SPECIFIED
		00000C				2324	1	ASAI2ILK EQU	X'0C' ALL: INVALID DUMPFIL-LINK
		000010				2325	1	ASAI2FNG EQU	X'10' ALL: DUMPFIL NOT OPEN
		000014				2326	1	ASAI2INS EQU	X'14' ALL: NO TASK SPECIFIED
		000018				2327	1	ASAI2INF EQU	X'18' ALL: SPECIFIED ITN/TSN NOT FOUND
		00001C				2328	1	ASAI2NAC EQU	X'1C' ALL: SPECIFIED TASK CANNOT BE ACCESSED
		000020				2329	1	ASAI2FHI EQU	X'20' TPT: FUNCTION NOT YET IMPLEMENTED
		000024				2330	1	ASAI2NFS EQU	X'24' ALL: NO FILE SPECIFIED
		000028				2331	1	ASAI2BNA EQU	X'28' ALL: BUFFER NOT WRITE-ACCESSABLE
		00002C				2332	1	ASAI2NAV EQU	X'2C' MVE: CONCISE REP AREA IST NICHT VORHANDEN
						2333	1	*	ODER MOMENTAN GESPERRT
00002E						2334	1	ASAI2XXX DS	0X
00002E	00					2335	1	ASAI2RFB DC	X'00' ALL: FLAG-BYTE
		000080				2336	1	ASAI2NCP EQU	X'80' ALL: INFORMATION IS NOT COMPLETE BECAUSE
						2337	1	*	OF LACK OF MEMORY
		000004				2338	1	ASAI2QUL EQU	ASAUQUAL UEBERQUALIFIZIERTE EINGABE
		000001				2339	1	ASAI2LEN EQU	*-ASAI2XXX LENGTH OF RETURN-PARAMS
						2340	1	*****	*****
						2341	1	**	ES FOLGEN DIE PUFFER-FORMATE DER RECORDS **
						2342	1	*****	*****
						2343	1	*****	*****
						2344	1	**	SUBFCT = ALL PCBs **
						2345	1	*****	*****
		000000				2346	1	ASAI2PAD EQU	X'00' OFFSET FOR A(PCB)
		000004				2347	1	ASAI2PC EQU	X'04' OFFSET FOR P-COUNTER; ERSTES FELD DES
						2348	1	*	BEFEHLSZAEHLERS ENTHAELT DAS BYTE
						2349	1	*	'ESTKIND', MIT DER SYSTEM-EXIT-ANZEIGE
		000008				2350	1	ASAI2ISR EQU	X'08' OFFSET FOR ISR
		00000C				2351	1	ASAI2PLN EQU	X'0C' LENGTH OF RECORD

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
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						2352	1	*****
						2353	1	* SUBFCT = ALL FCBS **
						2354	1	** 8 BYTES LINKNAME **
						2355	1	** 1 BYTE OPEN-INDICATOR **
						2356	1	*****
000080						2357	1	ASAI2FOP EQU X'80' FILE IS OPEN
000009						2358	1	ASAI2FL EQU X'09' LENGTH OF RECORD

						2359	1	*****
						2360	1	** SUBFCT = TPOINT **
						2361	1	*****
000000						2362	1	ASAI2TLC EQU X'00' OFFSET OF LOCATION OF TESTPOINT
						2363	1	* CONTENTS = C'***T' THEN THIS IS TRACE
						2364	1	* = C'***1' : EVENT-1-INF0
						2365	1	* UNTIL = C'***7' : EVENT-7-INF0
000004						2366	1	ASAI2TAL EQU X'04' OFFSET OF A(ACTIONLIST)
000008						2367	1	ASAI2TLN EQU X'08' LENGTH OF RECORD

						2368	1	*****
						2369	1	** SUBFCT = SYSTEM-MOVES **
						2370	1	*****
000000						2371	1	ASAI2SAD EQU 0 OFFSET FOR ADDRESS OF 1ST OVERWRITTEN
						2372	1	* BYTE
000004						2373	1	ASAI2SL EQU 4 OFFSET FOR LENGTH OF MOVE
000005						2374	1	ASAI2SLN EQU 5 LENGTH OF RECORD

						2375	1	*****
						2376	1	** SUBFUNKTION: ALLE TASKS VON DUMPDAT1 **
						2377	1	*****
000000						2378	1	ASAI2DI EQU X'00' OFFSET FUER ITN
000002						2379	1	ASAI2DTS EQU X'02' OFFSET FUER TSN
000006						2380	1	ASAI2DAT EQU X'06' OFFSET FUER TCB-ADRESSE
00000A						2381	1	ASAI2DLN EQU X'0A' LAENGE EINES PUFFER-EINTRAGS

						2382	1	*****
						2383	1	**
						2384	1	** AENDERN AKTIONSLISTEN-ZEIGER **
						2385	1	** ----- **
						2386	1	**
						2387	1	*****
000014						2388	1	ORG ASALABEL

						2389	1	*****
						2390	1	** HEADER - PARAMETER **
						2391	1	*****
000058						2392	1	ASAPT EQU X'58' ALL: FUNKTION = AENDERN AKTIONSLISTEN-
						2393	1	* ZEIGER
000000						2394	1	ASAPTPT EQU X'00' TPT: SUBFCT = TESTPUNKTZEIGER
000004						2395	1	ASAPTEVT EQU X'04' EVT: SUBFCT = EREIGNIS- ODER MASCHINEN-

FLAG	LOC	CTN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
						2396	1	TRACE-ZEIGER
				000008		2397	1	ASAPTTRC EQU X'08'
				000008		2398	1	ASAPTMAX EQU X'08'
						2399	1	*****
						2400	1	AUFRUF - PARAMETER
						2401	1	*****
000014	00000000					2402	1	ASAPTADR DC A(0)
000018	00000000					2403	1	ASAPTTAD DC A(0)
		000018				2404	1	ORG ASAPTTAD
000018	00					2405	1	ASAPTECL DC X'00'
						2406	1	*
						2407	1	*
						2408	1	*
						2409	1	*****
						2410	1	RUECKKEHR - PARAMETER
						2411	1	*****
000019						2412	1	ASAPTXXX EQU *
000013						2413	1	ASAPTRTN EQU ASARETRN
000000						2414	1	ASAPTOK EQU X'00'
						2415	1	*
						2416	1	*
000004						2417	1	ASAPTFE EQU X'04'
						2418	1	*
						2419	1	*
						2420	1	*
						2421	1	*
						2422	1	*
000008						2423	1	ASAPTERR EQU X'08'
						2424	1	*
						2425	1	*
00001C	00000000					2426	1	ASAPTRAD DC A(0)
						2427	1	*
						2428	1	*
						2429	1	*
						2430	1	*
						2431	1	*
						2432	1	*
						2433	1	*
000007						2434	1	ASAPTLEN EQU *-ASAPTXXX
000085						2435	1	ORG
000085						2436	1	ASALENGT EQU *-ASASERVE
						2437	1	ASATTLEN EQU ((ASALENGT+X'1F')/32)*32
000058						2438	1	ASASEMAX EQU X'58'
000038						2439	1	ASAAID2 EQU X'38'
000040						2440	1	ASAAID3 EQU X'40'
000060						2441	1	ASAAID4 EQU X'60'
000050						2442	1	ASAAID5 EQU X'50'

I have given this program in order to show different things :

- 1) In a more or less complex modules, you have many entries what is not easy to handle because if you have an entry, you must have an external in the other module . There is of course a problem if you want to modify the description of SYSBASE, for example, which is defined here in this module, the changes must be seen by all other modules that use it . It is not easy to see what are the calling modules (here, in fact, it is not a problem because the calling modules are written in the beginning of the module, but sometimes it is not possible to do it so).
- 2) See page 102, the comments. Is it not so wonderful when dealing with modules ? It is of course not a criticism but only example of what we sometimes must handle .
- 3) See page 103, the comments . Is it not absurd that some modules presupposes that he receive the correct value in the register . In the called module, there are no saving attitude nor testing to see if no error .
- 4) There is also a problem because sometimes the decision if an error has occurred in the called module, it is in the called module that it is decided if it returns normally or if it returns to the next instruction which is a branch to the error routine. This is of course not normal because the programmer has then to know what are done in both module and not only in his own module .
- 5) I have putted after the program its flowchart, it is not the best solution, but it seems to me that if the flowchart is simple and therefore easy to understand, than the program is easy also . Indeed, in order to do this flowchart so "in one lime", I have had to rewrite various times the logic of the program and therefore, I was able to keep it simple and is it not right that simple is beautiful ?

FLAG LCTN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

	3910	*****	02270000
	3911	*	* 02271000
	3912	*	* 02272000
	3913	*	* 02274000
	3914	*****	02275000

THE ENTRIES ARE:

000458	3915	ENTRY SYSBASE	BOTH THIS ENTRIES HAVE A VALUE GIVEN	02276000
000460	3916	ENTRY EXVTBASE	BY THE CALLER.	02277000
00045C	3917	ENTRY AREADRT	ADDRESS OF CALLER READ ROUTINE	02278000
0004AC	3918	ENTRY SAVE3	SAVEAREA ZONE FOR AS4RDPGE	02278500
0004F4	3919	ENTRY SAVEREG8	SAVEAREA FOR REGISTER 08	02278700

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
000000					3920		DPACCESS CSECT	02289000
000000	90	EC D00C			3921		STM R#14,R#12,12(R#13)	02309000
000004	05	C0			3922		BALR R#12,0	02319000
000006					3923		USING *,R#12	02329000
000006	50	D0 C462	000468		3924		ST R#13,SAVE+4	02339000
00000A	41	D0 C45E	000464		3925		LA R#13,SAVE	02349000
00000E	18	81			3926		LR R#08,R#01	02359000
000010	50	80 C4EE	0004F4		3927		ST R#08,SAVEREG8	02364000
000000					3928		USING HALIB,R#08	02369000
							SAVE THE ADDRESS OF THE CALLER SAVE AREA	
							LOAD THE ADDRESS OF THE NEW SAVE AREA	
							USING OF DSECT BECAUSE OF MACRO	
							SAVE REGISTER 8 COULD BE DESTROYED !	
							USE R#08 AS BASE REGISTER FOR THE DSECT	
000014	D2 03	C4568008	00045C	000008	3929		MVC AREADRT,DPAREAD MOVE A(READ-ROUTINE) TO EXTERNAL FIELD	02375000
					3930		*****	02389000
					3931	*		02399000
					3932	*	THE FIRST TEST DONE HERE ARE VALIDATION OF SUBFUNCTION	02409000
					3933	*	NUMBER.	02419000
					3934	*		02439000
					3935	*	*****	02449000
00001A	91 F3	8000	000000		3936		TM DPAFCT,DPAVALFN X'F3' IS EQUATE OF B'11110011'	02469000
					3937	*	WICH IS THE MASK TO VALIDATE	02479000
					3938	*	THE NUMBER'S SUBFUNCTION.	02489000
00001E	47 70	C41C	000422		3939		BHZ RTNISFN	02499000
000022	95 08	8000	000000		3940		CLI DPAFCT,DPAMAXNF THIS TEST IS DONE IN ORDER TO AVOID THE	02510000
					3941	*	X'0C' VALUE WHICH IS NO MORE VALID.	02520000
000026	47 20	C41C	000422		3942		BH RTNISFN DPAMAXNF CONTAINS THE MAXIMUM VALID	02530000
					3943	*	NUMBER FOR A KNOWN FUNCTION.	02540000
					3944		*****	02729000
					3945	*		02739000
					3946	*	THE NEXT TESTS ARE DONE IN ORDER TO VALIDATE THE DIFFERENT	02744000
					3947	*	ADDRESSES TO BE PROVIDED BY THE CALLER.	02749000
					3948	*		02759000
					3949	*	*****	02769000
					3950	*	CLC DPAATCB,=A(0) THIS COMPARE IS DONE IN ORDER TO SEE	02799000
					3951	*	IF AN TCB ADDRESS WAS GIVEN	02889000
					3952	*	BE RTNFF IF NOT,BRANCH TO FORMAL FEHLER	02889400
					3953	*		02889800
					3954	*		02890200
					3955	*		02890600
					3956	*	TM DPAATCB+3,DPAVALFN COMPARE THE TWO RIGHTEST BITS	02891000
					3957	*	IF THE RESULT CONTAINS SOME	02891400
					3958	*	ONES,THEN THE ADDRESS IS NOT	02891900

Address	Op Code	Op Name	Op Description	Op Length	Op Type	Op Comment	Op Address
3959	*						02892300
3960	*	BNZ	RTNNA			FULL WORD ALIGNED. BRANCH TO NOT WORD ALIGNED.	02892700
00002A	D5 03 8010C42A	000010	000430	3961	CLC	DPASYSBS,=A(0) SYSBASE ADDRESS GIVEN ?	02893500
000030	47 80 C15A	000160		3962	BE	RTNFF NO, BRANCH TO FORMAL FEHLER	02893900
000034	91 03 8013	000013		3963	TM	DPASYSBS+3, DPAVALFW FW ALIGNED ADDRESS ?	02894800
000038	47 70 C162	000168		3964	BNZ	RTNNA NO, BRANCH TO FORMAL FEHLER.	02895200
00003C	D5 03 8014C42A	000014	000430	3965	CLC	DPAAXVT,=A(0) TEST IF XVT ADDRESS IS GIVEN ?	02896000
000042	47 80 C15A	000160		3966	BE	RTNFF NO, BRANCH TO FORMAL FEHLER.	02896400
000046	91 03 8017	000017		3967	TM	DPAAXVT+3, DPAVALFW FW ADDRESS ALIGNED ?	02897300
00004A	47 70 C162	000168		3968	BNZ	RTNNA NO, BRANCH TO NOT WORD ALIGNED	02897700

FLAG	LOC	CTN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT			
							3969		*****	02898500		
							3970		*	02899000		
							3971		*	02909000		
							3972		*	02919000		
							3973		*	02921000		
							3974		*	02924000		
							3975		*	02926000		
							3976		*	02929000		
							3977		*****	02939000		
00004E	D5	03	8008C42A		000008	000430	3978		CLC DPAREAD,=A(0)	IS THE READ ADDRESS GIVEN ?	02959000	
000054	47	70	C068		00006E		3979		BNE READGIVN	YES,BRANCH TO READ GIVEN	02969000	
000058	D5	03	8004C42E		000004	000434	3980		CLC DPALINK,=F'0'	IS A LINK NUMBER GIVEN ?	02979000	
00005E	47	80	C15A		000160		3981		BE RTNFF	YES,BRANCH TO FORMAL FEHLER	02989000	
000062	95	07	8004		000004		3982		CLI DPALINK,DPALINK#	IS THAT A VALID LINK NUMBER ?	02999000	
000066	47	20	C182		000188		3983		BH RTHLN	NO,BRANCH TO INVALID LINK NUMBER	03009000	
00006A	47	F0	C096		00009C		3984		B VALIDPRM	YES,BRANCH TO VALIDATION O.K.	03019000	
00006E							3985		READGIVN DS	0Y	WE ARE HERE ONLY IF A(READ) IS <> 0	03020200
00006E	D5	03	801CC42E		00001C	000434	3986		CLC DPAITH,=F'0'	ITN GIVEN ?	03020800	
000074	47	80	C192		000198		3987		BE RTNRNI	NO,BRANCH TO A(READ) GIVEN BUT NO ITN.	03021500	
000078	D5	03	800CC42A		00000C	000430	3988		CLC DPAATCB,=A(0)	IS AN TCB GIVEN ?	03021560	
00007E	47	80	C15A		000160		3989		BE RTNFF	NO,BRANCH FORMAL FEHLER	03021590	
000082	91	03	800F		00000F		3990		TM DPAATCB+3,DPAVALFW	COMPARE THE TWO RIGHTEST BITS IF	03021660	
							3991	*		NOT ZERGES, THEN BRANCH TO NOT WORD	03021690	
							3992	*		ALIGNED	03021730	
000086	47	70	C162		000168		3993		BNZ RTNNWA	NO,BRANCH TO NOT WORD ALIGNED	03021760	
00008A	91	03	800B		00000B		3994		TM DPAREAD+3,DPAVALFW	IS THE READ ADDRESS FW ALIGNED ?	03022100	
00008E	47	70	C162		000168		3995		BNZ RTNNWA	NO,BRANCH TO NOT WORD ALIGNED	03022700	

FLAG	LOC	TH	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT	
000092	D5	02	801CC42E	00001C	000434	3996			CLC	DPAITN(DPAITNL),=F'0' VALID ITN GIVEN ?	03023300
000098	47	70	C15A	000160		3997			BNE	RTNFF NO,BRANCH TO FORMAL FEHLER	03024000
00009C						3998			VALIDPRM	DS 0Y VALID PARAMETER	03025200
00009C	D2	03	C4528010	000458	000010	3999			MVC	SYSBASE,DPASYSBS MOVE THE VALUE OF SYSBASE FOR THE	03025800
						4000	*			ENTRY TO BE CORRECT	03026500
00Q0A2	D2	03	C45A8014	000460	000014	4001			MVC	EXVTBASE,DPAAXVT MOVE THE VALUE OF XVT FOR THE ENTRY	03027100
						4002	*			TO BE CORRECT	03027700

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMNT	M	SOURCE STATEMENT	
						4003		*****	03039000
						4004	*		* 03049000
						4005	*	THE DONE AFTER ARE VALIDATION OF IND,	* 03059000
						4006	*	VALIDATION OF BUFFER ADDRESS AND BUFFER LENGTH	* 03069000
						4007	*	VALIDATION OF FLAGUSER AND LAST VALIDATION OF FUNCTION	* 03079000
						4008	*		* 03089000
						4009		*****	03099000
0000A8	95	04	801B	00001B		4010		CLI DPAIND+DPAINDL,ASAGTCUS TEST IF THE DUMPFIL TYPE	03119000
						4011	*	IS A USER DUMPFIL	03124000
0000AC	47	80	C0BA	0000C0		4012		BE VALIDDFT YES,NO MORE TEST NEEDED IT IS O.K.	03129000
0000B0	95	02	801B	00001B		4013		CLI DPAIND+DPAINDL,ASAGTCSY TEST IF THE DUMPFIL TYPE	03139000
						4014	*	IS A SYSTEM DUMPFIL	03144000
0000B4	47	80	C0BA	0000C0		4015		BE VALIDDFT YES,NO MORE TEST NEEDED IT IS O.K.	03149000
0000B8	95	08	801B	00001B		4016		CLI DPAIND+DPAINDL,ASAGTSLD TEST IF THE DUMPFIL TYPE IS	03150000
						4017	*	IS A SLED FILE	03151000
0000BC	47	70	C18A	000190		4018		BNE RTNIIND NO,THEN THERE IS AN ERROR BECAUSE	03152000
						4019	*	IT IS THE NEITHER A USER DUMP NOR A	03153000
						4020	*	SYSTEM DUMP NOR A SLED AND NOTHING	03155000
						4021	*	ELSE IS KNOWN.	03157000

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMNT	M	SOURCE STATEMENT	
						4022		*****	03157200
						4023	*		03157300
						4024	*	THE NEXT TESTS ARE DONE IN ORDER TO SEE IF THAT IS THE FIRST	03157500
						4025	*	CALL OR A SUCESSIVE ONE, IF BOTH SYSTEM AND USER SPACE IS	03157600
						4026	*	WANTED.	03157700
						4027	*		03157800
						4028		*****	03157860
0000C0						4029		VALIDDFT DS OY	03158000
0000C0	91	DF	8028	000028		4030		TM DPAFLAG,DPAUSSET SEE IF USER FLAG IS SET OR OMITTED	03159000
0000C4	47	70	C0CA	0000D0		4031		BNZ GIVEN IF OMITTED DEFAULT IS TO BE SET	03169000
0000C8	96	08	8028	000028		4032		GI DPAFLAG,DPASYST DEFAULT SET	03179000
0000CC	47	F0	C0E6	0000EC		4033		B ONESET NO CHECK IF FLAG CORRECTLY SET,THE	03181000
						4034	*	PROGRAM ONLY PROVIDE CORRECT VALUE...	03184000

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
						4035		*****	03186100
						4036	*		03186300
						4037	*	IF WE ARE HERE THEN WE ARE SURE THAT THE CALLER HAS GIVEN	03186500
						4038	*	A VALUE TO DPAFLAG, BUT WE ARE NOT SURE THAT IT IS A CORRECT	03186700
						4039	*	VALUE IN IT. THEN WE TEST IT HERE.	03186900
						4040	*		03187100
						4041		*****	03187300
0000D0						4042		GIVEN DS 0Y	03189000
0000D0	91	D3	8028	000028		4043		TM DPAFLAG, DPAVALFL TEST IF VALIDE VALUE OF THIS FLAG	03209000
						4044	*	THE MASK VALUE IS X'D3' OR B'11010011'	03219000
0000D4	47	70	C15A	000160		4045		BNZ RTNFF IF NOT 0, THEN BRANCH TO FORMAL FEHLER	03229000
0000D8	95	2C	8028	000028		4046		CLI DPAFLAG, DPAFLAGM TEST IF FLAG HAS A VALUE <= 2C	03249000
0000DC	47	20	C15A	000160		4047		BH RTNFF IF NOT <= 44, THEN BRANCH TO FORMAL FEHL.	03259000
0000E0	91	0C	8028	000028		4048		TM DPAFLAG, DPAALL TEST IF BOTH USER AND SYSTEM ARE SET	03279000
0000E4	47	E0	C0E6	0000EC		4049		BNZ GNESET IF NOT DOES NOT MATTER	03289000
0000E8	92	40	CE5E	000E64		4050		MVI ASUB, DPABOTH SET FLAG BOTH WANTED, WHAT WILL BE USED	03299000
						4051	*	LATER WHEN CALLING THE FUNCTIONS	03309000

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
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						4052		***** 03319600
						4053	*	* 03320200
						4054	*	* WE ARE HERE ONLY IF THE DPAFLAG IS SET WITH A CORRECT VALUE * 03320800
						4055	*	* BUT WE HAVE TO TRANSFORM THIS VALUE BECAUSE IT IS GIVEN 04 * 03321500
						4056	*	* 08 GR 12 AS VALUE AND IT IS ONLY EXPECTED 01 GR 02 GR 03. * 03322100
						4057	*	* 03322700
						4058		***** 03323300

0000EC						4059	ONESET DS 0Y	03329000
0000EC	17	33				4060	XR R#03,R#03	03339000
						4061	*	03349000
0000EE	D2	00	CE5F8028	000E65	000028	4062	MVC ASUB+1(1),DPAFLAG	03359000
0000F4	94	DF	CE5F	000E65		4063	NI ASUB+1,DPAUSSET	03369000
0000F8	43	30	CE5F	000E65		4064	IC R#03,ASUB+1	03379000
0000FC	88	30	0002	000002		4065	SRL R#03,2	03389000
000100	94	F0	8028	000028		4066	NI DPAFLAG,X'F0'	03399000
000104	42	30	CE5F	000E65		4067	STC R#03,ASUB+1	03409000
000108	D6	00	8028CE5F	000028	000E65	4068	GC DPAFLAG(1),ASUB+1	03419000

						4069	*	03430000
						4070	*	03432000
						4071	*	03433000
						4072	*	03435000
						4073	*	03437000

00010E	91	DF	8028	000028		4074	TM DPAFLAG,DPAFLAGT	03519000
						4075	*	03529000
000112	47	10	C14A	000150		4076	B0 NOTEST	03539000
						4077	*	03549000
						4078	*	03559000

000116	95	04	8000	000000		4079	CLI DPAFCT,DPAGASFT	03570000
00011A	47	80	C2BE	0002C4		4080	BE GAFCT	03572000

						4081	*	03579000
						4082	*	03589000

R E M E M B E R A D D R E S S = 0 => N O T G I V E N

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
						4083		*****	03599900
						4084	*		03600800
						4085	*	ALL THE NEXT TEST ARE DONE IN ORDER TO VALIDATE THE BUFFER	03601700
						4086	*	1.BUFFER ADDRESS GIVEN ?	03602600
						4087	*	IF NOT,GO FORMAL FEHLER	03603500
						4088	*	2.BUFFER ADDRESS WORD ALIGNED ?	03604400
						4089	*	IF NOT,GO FORMAL FEHLER	03605300
						4090	*	3.BUFFER LENGTH GIVEN ?	03606200
						4091	*	IF NOT,GO FORMAL FEHLER	03607100
						4092	*	4.BUFFER LENGTH LESS THEN ONE RECORO LENGTH ?	03608000
						4093	*	IF YES,GO BUFFER TOO SHORT	03608090
						4094	*		03608180
						4095	*	*****	03608270
00011E	17	33				4096		XR R#03,R#03	03609000
000120	59	30	8020	000020		4097		C R#03,DPABUFAD	03619000
000124	47	80	C15A	000160		4098		BE RTNFF	03629000
								TEST IF NO BUFFER ADDRESS IS GIVEN	
								IF NOT GIVEN,THEN BRANCH TO FORM.FEHLER	
000128	91	03	8023	000023		4099		TM DPABUFAD+3,DPAVALFW TEST IF THE ADDRESS IS FULLWORD	03649000
00012C	47	70	C15A	000160		4100		BHZ RTNFF	03659000
						4101	*	ALIGNED,IF NOT BRANCH TO	03669000
								FORMAL FEHLER(TEST OF TWO LEFTTEST BITS)	
000130	59	30	8024	000024		4102		C R#03,DPABUFLE	03779000
000134	47	80	C15A	000160		4103		BE RTNFF	03789000
								TEST TO SE IF A BUFFER LENGTH IS GIVEN,	
								IF NOT BRANCH TO FORMAL FEHLER.	
000138	41	30	CE52	000E58		4104		LA R#03,TAB	03809000
						4105	*	LOAD ADDRESS OF THE TABLE CONTAINING	03814000
00013C	D2	00	CE5F8000	000E65	000000	4106		MVC ASUB+1(1),DPAFCT	03819000
000142	4A	30	CE5E	000E64		4107		ADD TO THE START ADDRESS THE SUBFUNCTION	03829000
						4108	*	NUMBER IN ORDER TO OBTAIN THE MINIMAL	03839000
						4109	*	BUFER LENGTH NEEDED BY THE SPECIFIED FCT	03849000
000146	D5	03	80243000	000024		4110		CLC DPABUFLE,0(R#03)	03859000
						4111	*	COMPARE TO SEE IF LENGTH IS ENOUGH TO	03869000
00014C	47	40	C17A	000180		4112		BL RTNBTS	03879000
								CONTAIN ONE ANSWER AT LEAST!	
								IF NOT,BRANCH TO BUFFER TOO SHORT FEHLER	

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
000150						4113		NOTEST DS OY SECOND CALL DIRECT TO FUNCTION CALL.	03919000
						4114		*****	03929000
						4115	*		03939000
						4116	*	NO MORE TEST ALL ARE O.K. THEN CALL FUNCTION	03949000
						4117	*		03959000
						4118		*****	03969000
000150	95	04	8000	000000		4119		CLI DPAFCT,DPAGASFT IF SECOND CALL,THIS TEST IS IMPORTANT	03989000
000154	47	80	C2BE	0002C4		4120		BE GAFCT IF FIRST CALL,IF GAFCT IT SHOULD NOT	03999000
						4121	*		04019000
						4122	*	NO MORE COMMON TEST FOR ANY SUBFUNCTION	04029000
						4123	*	AS THERE IS NO MORE VALID VALUE OF FLAG	04039000
						4124	*	DPACSFCT THEN 0,4,8.THERE IS NO NEED TO	04049000
						4125	*	DO SOME OTHER TEST .	04059000
000158	47	20	C41C	000422		4126		BH PEFCT IF DPACSFCT > 4,THEN PEFCT	04069000
00015C	47	40	C19A	0001A0		4127		BL CMFCT IF < 4,THEN CSEC MAP FUNCTION	04079000

FLAG	LOC	CTN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT	
							4128		*****		04099000
							4129		*		04109000
							4130		*	RETURN WITH FORMAL FEHLER.RETURN CODE IS X'04'	04119000
							4131		*		04129000
							4132		*****		04139000
000160							4133		RTNFF	DS OY	04154000
000160	92	04	8001		000001		4134		MVI	DPARTN,DPACMFE	04159000
000164	47	F0	C41C		000422		4135		B	RTN	04169000
							4136		*****		04189000
							4137		*		04199000
							4138		*	NOT WORD ALIGNED ADDRESS.RETURN CODE IS X'0C'	04209000
							4139		*		04219000
							4140		*****		04229000
000168							4141		RTNNWA	DS OY	04244000
000168	92	0C	8001		000001		4142		MVI	DPARTN,DPACMWA	04249000
00016C	47	F0	C41C		000422		4143		B	RTN	04259000
							4144		*****		04259900
							4145		*		04260800
							4146		*	INVALID ADDRESS.RETURN CODE IS X'2C'	04261700
							4147		*		04262600
							4148		*****		04263500
000170							4149		RTNIA	DS OY	04264800
000170	92	2C	8001		000001		4150		MVI	DPARTN,DPACMIA	04265300
000174	47	F0	C41C		000422		4151		E	RTN	04266200
							4152		*****		04279000
							4153		*		04289000
							4154		*	FILE IS NOT OPEN.RETURN CODE IS X'10'	04299000
							4155		*		04309000
							4156		*****		04319000
000178							4157		RTNDFE	DS OY	04334000
000178	92	10	8001		000001		4158		MVI	DPARTN,DPACMDF	04339000
00017C	47	F0	C41C		000422		4159		B	RTN	04349000
							4160		*****		04369000
							4161		*		04379000
							4162		*	LENGTH OF BUFFER NOT GREAT ENOUGH TO CONTAIN ONE ANSWER	04389000
							4163		*	R C = X'34'	04399000
							4164		*****		04409000

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT M	SOURCE STATEMENT	
000180					4165	RTNBTS DS 0Y	04424000
000180	92 34 8001		000001		4166	MVI DPARTN,DPACMTS MOVE VALUE IN RETURN CODE ZONE	04429000
000184	47 F0 C41C		000422		4167	B RTN	04434000
					4168	*****	04459000
					4169	*	* 04469000
					4170	* INVALID LINK NUMBER GIVEN.RETURN CODE IS X'1C'	* 04479000
					4171	*	* 04489000
					4172	*****	04499000
000188					4173	RTNILN DS 0Y	04514000
000188	92 1C 8001		000001		4174	MVI DPARTN,DPACMILN MOVE VALUE IN RETURN CODE ZONE	04519000
00018C	47 F0 C41C		000422		4175	B RTN	04529000
					4176	*****	04530200
					4177	*	* 04530800
					4178	* INVALID INDICATOR OF DUMPFIL TYPE GIVEN.RC=X'20'	* 04531500
					4179	*	* 04532100
					4180	*****	04532700
000190					4181	RTNIIND DS 0Y	04534000
000190	92 20 8001		000001		4182	MVI DPARTN,DPACMIND MOVE VALUE IN RETURN CODE ZONE	04534600
000194	47 F0 C41C		000422		4183	B RTN RETURN TO CALLER	04535200
					4184	*****	04536500
					4185	*	* 04537100
					4186	* A(READ) GIVEN BUT NOT THE ITH. RETURN CODE = X'24'	* 04537700
					4187	*	* 04538300
					4188	*****	04538370
000198					4189	RTNRNI DS 0Y	04538530
000198	92 24 8001		000001		4190	MVI DPARTN,DPACMRNI MOVE VALUE IN RETURN CODE	04538610
00019C	47 F0 C41C		000422		4191	B RTN RETURN TO CALLER	04538680

FLAG LOC TN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

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0001A0      4192      CMFCT      DS      0Y      04549000
4193      *****
4194      * *****
4195      * *
4196      * *
4197      * *      THIS IS THE CALL FOR EXECUTING THE CMFCT,THE LAYOUT
4198      * *      OF THE CALLING PARAMETERS IS :
4199      * *
4200      * *      DISPLACEMENT 00  NUMBER OF THE CMFCT = X'0'
4201      * *
4202      * *      DISPLACEMENT 01  RETURN CODE FIELD.
4203      * *
4204      * *      DISPLACEMENT 04  LINK NUMBER OF DUMPFIL
4205      * *
4206      * *      DISPLACEMENT 08  ADDRESS OF THE DUMPFIL READ ROUTINE
4207      * *
4208      * *      DISPLACEMENT 12  ADDRESS OF TCB
4209      * *
4210      * *      DISPLACEMENT 16  ADDRESS OF SYSBASE
4211      * *
4212      * *      DISPLACEMENT 20  ADDRESS OF XVT
4213      * *
4214      * *      DISPLACEMENT 24  INDICATOR OF DUMPFIL TYPE
4215      * *
4216      * *      DISPLACEMENT 28  THE ITN NUMBER
4217      * *
4218      * *      DISPLACEMENT 32  ADDRESS OF THE BUFFER
4219      * *
4220      * *      DISPLACEMENT 36  BUFFER LENGTH
4221      * *
4222      * *      DISPLACEMENT 40  FLAG FOR USER OR SYSTEM REACHED
4223      * *
4224      * *      DISPLACEMENT 41  NAME OF PROGRAM UNIT
4225      * *
4226      * *      DISPLACEMENT 84  NUMBER OF RETURNED RECORD
4227      * *
4228      * *
4229      * *****
4230      *
4231      *
4232      * *****
4233      * *
4234      * *
4235      * *      THE OUTPUT WILL HAVE AS LAYOUT :
4236      * *
4237      * *
4238      * *      DISPLACEMENT 0  CSECT NAME
4239      * *
4240      * *      DISPLACEMENT 8  CSECT START ADDRESS
4241      * *
4242      * *      DISPLACEMENT 12  CSECT LENGTH
4243      * *
4244      * *      DISPLACEMENT 16  ETPND INFORMATION
4245      * *
4246      * *      THE RETURN CODE IS IN SPECIAL FIELD

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4247      * *                                     * * 05083811
4248      * *           IF IT IS NOT 0 OR x'28' THEN THE BUFFER IS EMPTY * * 05083821
4249      * *                                     * * 05083831
4250      * *                                     * * 05083841
4251      * ***** * * 05083851
4252      * ***** * * 05083860
4253      * ***** * * 05083870

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0001DA          4278      ENDPARAM DS      0Y
0001DA D6 00 101B8028 00001B 000028 4279      CC      ASADSUSE,DPAFLAG      SET EXPECTED FLAG FROM AIDSYS05

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FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMNT	M	SOURCE STATEMENT	
						4280		*****	05299000
						4281	*		* 05309000
						4282	*	THE AREA NEEDED TO COVER AIDSYS STATDATA, IS RESERVED AT	* 05319000
						4283	*	THE END OF THE PROGRAM. IT'S LENGTH IS GIVEN IN THE ASERP	* 05329000
						4284	*	MACRO.	* 05339000
						4285	*		* 05349000
						4286	*	*****	* 05359000
0001E0	58	40	C432	000438		4287		L R#04,=A(MYDYNDTA) COVER DYNDATA NEEDED BY AIDSYS	05379000
000000						4288		USING DYNDATA,R#04	05382000
0001E4	D2	03	49408014	000940	000014	4289		MVC DXVTBASE,DPAAXVT MOVE THESE VALUES IN ORDER TO SIMULATE	05385000
0001EA	50	10	40F0	0000F0		4290		ST R#01,APARAM THIS FIELD IS USED IN ASDPROG(ASDSERV)	05385200
						4291	*		05385300
0001EE	D2	03	4A7C800C	000A7C	00000C	4292		MVC DUMPATCB,DPAATCB MOVE IMPORTANT IF A ITN IS GIVEN	05385500
						4293	*		05386200
0001F4	D2	03	4008C436	000008	00043C	4294		MVC ARET,=A(WORKAREA+2000) AIDSYS02, WHICH IS THE MODULE	05387000
						4295	*	RESPONSABLE FOR SETTING THESE FIELD.	05388000
						4296	*		05388200
0001FA	D2	03	4B20C43A	000B20	000440	4297		MVC REQRQADR,=A(WRKETPND) BUFFER FOR ETPND FUNCTION.	05388500
						4298		*****	05399000
						4299	*		* 05409000
						4300	*	THE MEMORY REQUESTED BY AIDSYS IN ORDER TO COVER DYNDATA	* 05419000
						4301	*	IS RESERVED HERE AT THE END OF THE PROGRAM. IT'S LENGTH	* 05429000
						4302	*	IS GIVEN IN THE ASERP MACRO.	* 05439000
						4303	*		* 05449000
						4304	*	*****	* 05459000
000200	58	50	C43E	000444		4305		L R#05,=A(MYSTATDT) SAVE ADDRESS OF MEMORY COVERING STATD	05469000
						4306	*	LA R#01,WORKAREA COVER PARAM LIST	05479000
000204	50	D0	C45E	000464		4307		ST R#13,SAVE SAVE REGISTER 13	05489000
						4308	*	LA R#13,SAVE1 SAVE AREA FOR CALLING PARAMETERS	05519000
						4309		*****	05539000
						4310	*		* 05549000
						4311	*	THE PARAMETERS ARE READY FOR CALL AND ALSO THE REGISTERS	* 05559000
						4312	*		* 05569000
						4313	*	*****	* 05579000

FLAG	LOC	TH	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
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							4314		*****	05610000
							4315	*		* 05630000
							4316	*	WHAT IS DONE HERE IS TO SIMULATE THE DISPOSITION OF DATA	* 05660000
							4317	*	WHICH ARE NORMALLY PROVIDED BY AIDSYS02 AND WHICH HERE ARE	* 05680000
							4318	*	PROVIDED DIRECTLY BY THE CALLER	* 05700000
							4319	*		* 05730000
							4320		*****	05750000

000000							4321		USING STATDATA,R#05	COVER STATDATA FOR FINDING	05753000
							4322	*		A(DFTAB)	05754000
							4323		AIDSCOD GETDFTAB,P1=R#06,P2=R#07,P3=ASADSDFN,P4=DFTAB		05755000
							4324	1	IDLKG VER=009		
							4325	2		*,VERSION 009	00001300
000208							4326	2	CNCP	0,4	00002800
000208							4327	2	DS	OF	00003500
000208	17	66					4328	1	XR	R#06,R#06	
00020A	43	60	101A		00001A		4329	1	IC	R#06,ASADSDFN	CLEAR REG
00020E	89	60	0003		000003		4330	1	SLL	R#06,3	GET LINK #
000212	41	70	5260		000260		4331	1	LA	R#07,DFTAB	REL. A(ENTRY IN DF-TABLE)
000216	1A	67					4332	1	AR	R#06,R#07	A(DF-TABLE)
000218	50	60	4278		000278		4333	1	ST	R#06,DYDFP0IT	A(ENTRY IN DF-TABLE)
										SAVE ADDRESS	

00021C	D2	03	6000C442		000448		4334		MVC	0(4,R#06),=A(WORKAREA+1024)	SIMULATE THAT THIS FIELD	05756000
							4335	*			WAS FULFILLED WHEN OPEN(NORMALY	05757000
							4336	*			DONE BY AIDSYS02)	05757500
000222	58	70	6000				4337		L	R#07,0(0,R#06)	LOAD A(DUMPFIL-WORKAREA)	05758000
							4338	*				05759000
000226	12	77					4339		LTR	R#07,R#07	DUMPFIL OPEN ?	05761000
000228	47	80	C172		000178		4340		BZ	RTNGFE	NO.	05764000

00022C	50	70	40EC		0000EC		4341		ST	R#07,DWORK	SAVE ADDRESS	05767000
000000							4342		USING	WORK,R#07		05770000
							4343	*				05771000
000230	D2	03	72D88010		0002D8	000010	4344		MVC	WAVIRT(4),DPASYSBS	STORE A(SYSBASE) IN THE RIGHT	05773000
							4345	*			PLACE SO THAT AIDSYS05 WILL GET	05776000
							4346	*			IT WITHOUT TROUBLE AS IF IT WAS	05776300
							4347	*			GONE THROUGH THE USUAL WAY.	05776600
000236	D2	00	730B801B		00030B	00001B	4348		MVC	WAIND,DPAIND+DPAINDL	WAIND IS ONLY A BYTE BUT DPAIND	05776900
							4349	*			IS A FULLWORD	05777200
00023C	D2	03	72F48014		0002F4	000014	4350		MVC	WAXVT,DPAAXVT	MOVE A(XVT) IN THE FIELD USED	05777500
							4351	*			LATER BY ADSERV.	05777600
							4352		DROP	R#07,R#05,R#04		05777800

Address	Hex	Op	Op2	Op3	Op4	Op5	Op6	Op7	Op8	Op9	Op10	Op11	Op12	Op13	Op14	Op15	Op16	Op17	Op18	Op19	Op20	Op21	Op22	Op23	Op24	Op25	Op26	Op27	Op28	Op29	Op30	Op31	Op32	Op33	Op34	Op35	Op36	Op37	Op38	Op39	Op40	Op41	Op42	Op43	Op44	Op45	Op46	Op47	Op48	Op49	Op50	Op51	Op52	Op53	Op54	Op55	Op56	Op57	Op58	Op59	Op60	Op61	Op62	Op63	Op64	Op65	Op66	Op67	Op68	Op69	Op70	Op71	Op72	Op73	Op74	Op75	Op76	Op77	Op78	Op79	Op80	Op81	Op82	Op83	Op84	Op85	Op86	Op87	Op88	Op89	Op90	Op91	Op92	Op93	Op94	Op95	Op96	Op97	Op98	Op99	Op100	Op101	Op102	Op103	Op104	Op105	Op106	Op107	Op108	Op109	Op110	Op111	Op112	Op113	Op114	Op115	Op116	Op117	Op118	Op119	Op120	Op121	Op122	Op123	Op124	Op125	Op126	Op127	Op128	Op129	Op130	Op131	Op132	Op133	Op134	Op135	Op136	Op137	Op138	Op139	Op140	Op141	Op142	Op143	Op144	Op145	Op146	Op147	Op148	Op149	Op150	Op151	Op152	Op153	Op154	Op155	Op156	Op157	Op158	Op159	Op160	Op161	Op162	Op163	Op164	Op165	Op166	Op167	Op168	Op169	Op170	Op171	Op172	Op173	Op174	Op175	Op176	Op177	Op178	Op179	Op180	Op181	Op182	Op183	Op184	Op185	Op186	Op187	Op188	Op189	Op190	Op191	Op192	Op193	Op194	Op195	Op196	Op197	Op198	Op199	Op200	Op201	Op202	Op203	Op204	Op205	Op206	Op207	Op208	Op209	Op210	Op211	Op212	Op213	Op214	Op215	Op216	Op217	Op218	Op219	Op220	Op221	Op222	Op223	Op224	Op225	Op226	Op227	Op228	Op229	Op230	Op231	Op232	Op233	Op234	Op235	Op236	Op237	Op238	Op239	Op240	Op241	Op242	Op243	Op244	Op245	Op246	Op247	Op248	Op249	Op250	Op251	Op252	Op253	Op254	Op255	Op256	Op257	Op258	Op259	Op260	Op261	Op262	Op263	Op264	Op265	Op266	Op267	Op268	Op269	Op270	Op271	Op272	Op273	Op274	Op275	Op276	Op277	Op278	Op279	Op280	Op281	Op282	Op283	Op284	Op285	Op286	Op287	Op288	Op289	Op290	Op291	Op292	Op293	Op294	Op295	Op296	Op297	Op298	Op299	Op300	Op301	Op302	Op303	Op304	Op305	Op306	Op307	Op308	Op309	Op310	Op311	Op312	Op313	Op314	Op315	Op316	Op317	Op318	Op319	Op320	Op321	Op322	Op323	Op324	Op325	Op326	Op327	Op328	Op329	Op330	Op331	Op332	Op333	Op334	Op335	Op336	Op337	Op338	Op339	Op340	Op341	Op342	Op343	Op344	Op345	Op346	Op347	Op348	Op349	Op350	Op351	Op352	Op353	Op354	Op355	Op356	Op357	Op358	Op359	Op360	Op361	Op362	Op363	Op364	Op365	Op366	Op367	Op368	Op369	Op370	Op371	Op372	Op373	Op374	Op375	Op376	Op377	Op378	Op379	Op380	Op381	Op382	Op383	Op384	Op385	Op386	Op387	Op388	Op389	Op390	Op391	Op392	Op393	Op394	Op395	Op396	Op397	Op398	Op399	Op400	Op401	Op402	Op403	Op404	Op405	Op406	Op407	Op408	Op409	Op410	Op411	Op412	Op413	Op414	Op415	Op416	Op417	Op418
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FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMNT	M	SOURCE	STATEMENT		
00026C	47	E0	C2A2	0002A8		4395		BNG	ERR	IT IS A REAL ERROR	06179000
000270	97	40	CE5E	000E64		4396		XI	ASUB,DPABOTH	RESET THE FLAG BECAUSE	06189000
						4397	*			FIRST TRY WAS UNSUCCESSFULL	06199000
000274	17	DD				4398		XR	R#13,R#13	CLEAR R#13 FOR SECURITY	06209000
000276	43	D0	8028	000028		4399		IC	R#13,DPAFLAG	TAKE THE FLAG SET FOR USER	06219000
00027A	88	D0	0001	000001		4400		SRL	R#13,1	FOR SEARCH AND SET IT FOR	06229000
00027E	89	D0	0001	000001		4401		SLL	R#13,1	SEARCHING FOR SYSTEM	06239000
000282	96	08	000D	00000D		4402		GI	R#13,DPASYST		06249000
000286	42	D0	101B	00001B		4403		STC	R#13,ASADSUSE		06259000

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
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					4404		*****	06260200
					4405	*		06260800
					4406	*	THE SUPPOSITION DONE DURING THE FIRST CALL WAS WRONG	06261500
					4407	*	IT WAS NOT A NON PRIVILEGE ACCESS TO BE DONE(OR IT IS	06262100
					4408	*	POSSIBLY A MISTAKE) THEN THE NEXT CALL IS DONE WITH	06262700
					4409	*	A PRIVILEGED ACCESS IF THIS ALSO FAILS, THEN RETURN WITH	06263300
					4410	*	THE APPROPRIATE RETURN CODE.	06264000
					4411	*		06264600
					4412		*****	06265200

00028A	41	D0	C45E	000464	4413		LA R#13,SAVE	RESTORE ADDRESS OF THE SAVE	06266500
00028E	50	C0	C45E	000464	4414		ST R#12,SAVE	AREA LGST BY AIDSYS05 AND	06267100
000292	58	C0	C446	00044C	4415		L R#12,=V(ADSERV)	SAVE R#12 DESTROYED BY THE	06267700
000296	05	EC			4416		BALR R#14,R#12	CALL TO AIDSYS05(THINKING TO	06268300
000298	58	CD	0000	000000	4417		L R#12,0(R#13)	HAVE THE RIGHT VALUE IN R#12)	06269000
00029C	58	80	C4EE	0004F4	4418		L R#08,SAVEREG8	RESTORE A(CALLER PARAMETER	06270000
					4419	*		LIST) HAD BEEN LOOSED	06271000

0002A0	91	30	8001	000001	4420		TM DPARTN,DPAGAPRE	TEST IF AN ERROR IN THE	06273000
0002A4	47	10	C41C	000422	4421		BT RTN	CALLER PAGE READ ROUTINE HAS	06275000
					4422	*		OCCURED. IF YES, RETURN TO HIM	06277000
					4423	*		DIRECTLY FLAG WAS YET SET.	06278000

					4424		*****	06280000
					4425	*		06281000
					4426	*	THE NEXT TEST ARE THE COMMON TEST DONE TO SEE IF SOME	06282000
					4427	*	ERRORS HAD OCCURED DURING THE PERFORMING OF AIDSYS05	06284000
					4428	*	THESE TESTS ARE DONE IF ONLY ONE CALL WAS DONE.	06285000
					4429	*	BUT ALSO IF, AFTER THE SECOND CALL OF AIDSYS05(IF ANY),	06285090
					4430	*	AN ERROR WAS DISCOVERED WHEN EXECUTING IT TWICE(WHICH WILL	06285180
					4431	*	TELL US THAT NOTHING WAS FOUND).	06285270
					4432	*		06285360
					4433		*****	06285000

0002A8					4434	ERR	DS	OY	06289000
					4435	*			06294000
					4436	*			06296000
0002A8	91	FF	1084	000084	4437		TM	ASADSFBR,DPARTNT	06299000
0002AC	47	80	C2AE	0002B4	4438		BZ	REALERR	06309000
					4439	*		TEST IF ASARETRN IS SET	06314000
0002B0	92	08	1013	000013	4440		MVI	ASARETRN,ASADSMOR	06319000
								SET BUFFER OVFLW	

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMNT	M	SOURCE	STATEMENT		
0002B4						4441		REALERR	DS	0Y	06329000
0002B4	91	FF	1013	000013		4442			TM	ASARETRN,DPARTNT	06339000
0002B8	47	80	C41C	000422		4443			BZ	RTN	06349000
						4444	*				06354000
0002BC	41	30	CE62	000E68		4445			LA	R#03,TABCMFCT	06359000
0002C0	47	F0	C3EE	0003F4		4446			B	ERRHANDL	06369000
										TEST IF ERROR OCCURED DURING	
										EXECUTION OF AIDSYS05	
										CONVERSION TABLE FOR ERROR HANDLING	
										GOTO COMMON ROUTINE FOR ERROR	

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
0002C4			4447		GAFCT	DS	0Y	06609000
			4448		*****			06619000
			4449		*			06629000
			4450		*	*****		06639000
			4451		*	*		06649000
			4452		*	*		06659000
			4453		*	*	THIS PART IS RESPONSABLE OF THE EXECUTION OF GA FUNCTION	06669000
			4454		*	*		06679000
			4455		*	*	IT IS EXPECTED THAT THE CALLER GIVES :	06689000
			4456		*	*		06699000
			4457		*	*	AT DISPLACEMENT 0 NUMBER OF THE FUNCTION, HERE X'04'	06709000
			4458		*	*		06719000
			4459		*	*	AT DISPLACEMENT 1 RETURN CODE FIELD.	06729000
			4460		*	*		06739000
			4461		*	*	AT DISPLACEMENT 4 DUMPFIL LINK NUMBER.	06749000
			4462		*	*		06759000
			4463		*	*	AT DISPLACEMENT 8 ADDRESS OF THE DUMPFIL READ ROUTINE	06769000
			4464		*	*		06770000
			4465		*	*	AT DISPLACEMENT 12 ADDRESS OF THE TCB.	06771000
			4466		*	*		06772000
			4467		*	*	AT DISPLACEMENT 16 ADDRESS OF SYSBASE .	06773000
			4468		*	*		06774000
			4469		*	*	AT DISPLACEMENT 20 ADDRESS OF XVT.	06775000
			4470		*	*		06776000
			4471		*	*	AT DISPLACEMENT 24 INDICATOR OF DUMPFIL TYPE	06777000
			4472		*	*		06778000
			4473		*	*	AT DISPLACEMENT 28 ITN NUMBER, IF ANY	06778100
			4474		*	*		06778200
			4475		*	*	AT DISPLACEMENT 40 THE FLAG BYTE	06778300
			4476		*	*		06778500
			4477		*	*	AT DISPLACEMENT 44 THE GIVEN ADDRESS	06778600
			4478		*	*		06779000
			4479		*	*		06789000
			4480		*	*****		06799000
			4481		*			06809000
			4482		*			06819000
			4483		*****	IT IS NOT CONTROLLED	*****	06829000
			4484		*****		*****	06839000
			4485		*****	THAT THE USER HAS	*****	06849000
			4486		*****		*****	06859000
			4487		*****	GIVEN THE PLACE	*****	06869000
			4488		*****		*****	06879000
			4489		*****	ENOUGH FOR THE RETURNED	*****	06889000
			4490		*****		*****	06899000
			4491		*****	INFORMATION ! ! ! ! !	*****	06909000
			4492		*****		*****	06919000
			4493		*****		*****	06929000
			4494		*****		*****	06939000
			4495		*****		*****	06949000
			4496		*****		*****	06959000

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
						4520		*****	07079000
						4521	*		* 07089000
						4522	*	MYDYNDTA WILL SERVE AS BASE FOR DYNDATA	* 07099000
						4523	*		* 07109000
						4524		*****	07119000
0002FE	58	40	C432	000438		4525		L R#04,=A(MYDYNDTA) COVER THE EXPECTED DYNDATA	07139000
000000						4526		USING DYNDATA,R#04 COVER DYNDATA IN ORDER TO BE ABLE	07140000
000302	D2	03	49408014	000940	000014	4527		MVC DXVTBASE,DPAAXVT TO SET FIELDS WHICH ARE NORMALLY	07142000
						4528	*		07142100
000308	50	10	40F0	0000F0		4529		ST R#01,APARAM FIELD USED IF SYSTEM DOMAIN FLAG SET	07142200
						4530	*		07142300
00030C	D2	03	493C8010	00093C	000010	4531		MVC DSYSBASE,DPASYSBS	07142600
						4532	*		07143000
000312	D2	03	4A7C800C	000A7C	00000C	4533		MVC DUMPATCB,DPAATCB MOVE IMPORTANT IF AN ITN IS GIVEN	07144000
						4534	*		07144500
000318	D2	03	4008C436	000008	00043C	4535		MVC ARET,=A(WORKAREA+2000) SUPPOSED BEEN SET WHEN USED BY	07145000
						4536	*	AS4ITNDP AND BY AS4RDPGE	07146000
						4537		*****	07149000
						4538	*		* 07159000
						4539	*	MYSTATDTA COVER THE STATDATA	* 07169000
						4540	*		* 07179000
						4541		*****	07189000
00031E	58	50	C43E	000444		4542		L R#05,=A(MYSTATDT) REGISTER 4 HAS ALWAYS TO COVER	07209000
						4543	*	DYNDATA,AND REGISTER 5 HAS ALWAYS	07219000
						4544	*	TO COVER STATDATA!!!!!!!!!!	07229000
						4545	*	LA R#13,SAVE1 LOAD A NEW SAVE AREA	07239000
000322	41	10	C4F2	0004F8		4546		LA R#01,WORKAREA REGISTER 1 WAS DESTROYED	07549000
000326	41	D0	C45E	000464		4547		LA R#13,SAVE	07559000
00032A	50	C0	C45E	000464		4548		ST R#12,SAVE REGISTER 12 IS BASE REGISTER FOR A5	07569000

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMNT M	SOURCE STATEMENT
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					4549	***** 07589000
					4550	* 07599000
					4551	* ALL THINGS ARE READY NOW FOR THE FIRST CALL TO AIDSYS05 * 07609000
					4552	* THERE WILL BE ANOTHER ONE BECAUSE THE FIRST GET THE * 07619000
					4553	* POINTERS AND THE SECOND ONE GETS THE INFORMATION. * 07629000
					4554	* 07639000
					4555	***** 07649000

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
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						4556		*****	07659400
						4557	*		* 07659900
						4558	*	WHAT IS DONE HERE IS TO SIMULATE THE DISPOSITION OF DATAS	* 07660400
						4559	*	WHICH ARE NORMALLY PROVIDED BY AIDSYS02 AND WHICH HERE ARE	* 07660900
						4560	*	PROVIDED DIRECTLY BY THE CALLER.	* 07661300
						4561	*		* 07661800
						4562	*	*****	* 07662300

000000						4563		USING STATDATA,R#05	COVER STATDATA FORT FINDING	07663700
						4564	*		A(DFTAB)	07664200

						4565		AIDSCOD GETDFTAB,P1=R#06,P2=R#07,P3=ASADSDFN,P4=DFTAB		07664700
						4566	1	IDLKG VER=009		
						4567	2	*,VERSION 009		00001300
00032E 0700						4568	2	CNDP 0,4		00002800
000330						4569	2	DS OF		00003500
000330 17 66						4570	1	X2 R#06,R#06	CLEAR REG	
000332 43 60 101A	00001A					4571	1	IC R#06,ASADSDFN	GET LINK #	
000336 89 60 0003	000003					4572	1	SLL R#06,3	REL. A(ENTRY IN DF-TABLE)	
00033A 41 70 5260	000260					4573	1	LA R#07,DFTAB	A(DF-TABLE)	
00033E 1A 67						4574	1	AR R#06,R#07	A(ENTRY IN DF-TABLE)	
000340 50 60 4278	000278					4575	1	ST R#06,DYDFPBIT	SAVE ADDRESS	

000344 D2 03 6000C442		000448				4576		MVC 0(4,R#06),=A(WORKAREA+1024)		07664900
						4577	*			07665000
00034A 58 70 6000						4578		L R#07,0(0,R#06)	LOAD A(DUMPFIL-WORKAREA)	07665100
00034E 12 77						4579		LTR R#07,R#07	DUMPFIL OPEN?	07665600
000350 47 80 C172	000178					4580		BZ RTNDFE	NO,GO AHEAD	07666100

000354 50 70 40EC	0000EC					4581		ST R#07,DWORK		07666600
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000000						4582		USING WORK,R#07		07667000
000358 D2 03 72D88010	0002D8	000010				4583		MVC WAVIRT,DPAYSBS	STORE A(SYSBASE) IN THE RIGHT	07667500
						4584	*		PLACE SO THAT AIDSYS05 WILL GET	07668000
						4585	*		IT WITHOUT TROUBLE AS IF IT WAS	07668500
						4586	*		GONE THROUGH THE USUAL WAY.	07668580
00035E D2 00 730B801B	00030B	00001B				4587		MVC WAIND,DPAIND+DPAINDL	WAIND IS ONLY A BYTE BUT DPAIND	07668660
						4588	*		IS A FULLWORD	07668740
000364 D2 03 72F48014	0002F4	000014				4589		MVC WAXVT,DPAAXVT		07668830

						4590		DROP R#04,R#05,R#07		07668910
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FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
						4591		*****	07669000
						4592		*****	07679000
						4593		***	07689000
						4594		***	07699000
						4595		***	07709000
						4596		***	07719000
						4597		***	07729000
						4598		***	07739000
						4599		***	07749000
						4600		***	07759000
						4601		***	07769000
						4602		***	07779000
						4603		***	07789000
						4604		***	07799000
						4605		***	07809000
						4606		***	07819000
						4607		***	07829000
						4608		***	07839000
						4609		*****	07849000
						4610		*****	07859000
00036A	58	C0	C446	00044C		4611		L R#12,=V(ADSERV)	07879000
00036E	05	EC				4612		BALR R#14,R#12	07889000
						4613	*		07899000
000370	58	CD	0000	000000		4614		L R#12,0(R#13)	07909000
								CALL NOW AIDSYS05	
								AIDSYS05,EXSPECT THE RIGHT VALUE	
								IN REGISTER 12	
								DGN'T TOUCH AT THIS,THIS IS DANGER.	
000374	58	80	C4EE	0004F4		4615		L R#08,SAVEREG8	07912000
								RESTORE A(CALLER PARAMETER LIST)	
000378	91	30	8001	000001		4616		TM DPARTN,DPAGAPRE	07915000
00037C	47	10	C41C	000422		4617		BQ RTN	07917000
						4618	*		07918000
						4619	*		07918500
								TEST IF AN ERROR HAS OCCURED WHEN	
								EXECUTING THE CALLER PAGE READ	
								RETURN TO HIM DIRECTLY FLAG WAS YET	
								CORRECTLY SET	
						4620		*****	07929000
						4621	*		07939000
						4622	*	TEST IF NO ERRORS HAD OCCURED DURING THE EXECUTION OF	07949000
						4623	*	AIDSYS05,OTHERWISE IT IS NOT NECESSARY TO CALL IT AGAIN	07959000
						4624	*	KNOWING THAT SOMETHING HAS OCCURED IN IT.	07969000
						4625	*		07979000
						4626		*****	07989000

INTERFACE BETWEEN USER AND AIDSYS

15:36:23 84-12-13 PAGE 0113

FLAG LCTN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

000388 41 30 CE76	000E7C	4629	*	LA	R#03,TABGAFCT	LA CONVERSION TABLE FOR ERROR	08026000
00038C 47 F0 C3EE	0003F4	4630		B	ERRHANDL	GO TO DO THE CONVERSION	08029000
		4631					08039000

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT
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						4632		*****	08059000
						4633		*	08069000
						4634		*	08079000
						4635		*	08089000
						4636		*	08099000
						4637		*****	08109000

000390						4638		PREPARTN DS	0Y		08129000
000390	41	10	C4F2	0004F8		4639		LA	R#01,WORKAREA	RESTORE REGISTER 1 IN ORDER TO COVER	08139000
						4640	*			PARAMLISTR FOR SECOND CALL	08149000
000000						4641		USING	SERVE,R#01		08159000
000394	92	4C	1011	000011		4642		MVI	ASAFCT,ASADS	ENVIRONMENT FUNCTION CALL	08169000
000398	96	04	1012	000012		4643		GI	ASASBFCT,ASADSCFN	SUBFUNCTION,WITH THE PARAMS	08179000
						4644	*			FROM LAST CALL TO AIDSYS05	08189000
00039C	41	D0	C45E	000464		4645		LA	R#13,SAVE		08199000
0003A0	50	C0	C45E	000464		4646		ST	R#12,SAVE	SAVE BASE REGISTER	08209000

						4647		*****	08229000
						4648		*	08239000
						4649		*	08249000
						4650		*	08259000
						4651		*****	08269000

0003A4	58	C0	C446	00044C		4652		L	R#12,=V(ADSERV)	AIDSYS05 HAS R12 AS BASE REGISTER	08289000
0003A8	05	EC				4653		BALR	R#14,R#12	BUT DOES NOT LOAD IT	08299000
0003AA	58	CD	0000	000000		4654		L	R#12,0(R#13)	DON'T TOUCH AT THIS,THIS IS DANGER.	08309000

0003AE	58	80	C4EE	0004F4		4655		L	R#08,SAVEREG8	RESTORE A(CALLER PARAMETER LIST)	08312000
0003B2	91	30	8001	000001		4656		TM	DPARTN,DPAGAPRE	TEST IF AN ERRGR HAS OCCURED WHEN	08315000
0003B6	47	10	C41C	000422		4657		BG	RTN	EXECUTING THE CALLER PAGE READ	08317000
						4658	*			ROUTINE.THE FLAG IS YET SET.RETURN	08318000

AG	LOC	CTN	OBJECT	CODE	ADDR1	ADDR2	STMT	M	SOURCE	STATEMENT	
							4659		*****		08329000
							4660		*		08339000
							4661		*	TEST TO SEE IF NO ERROR HAPPENED, IF THERE ARE SOME, THEN	08349000
							4662		*	GO TO THE ROUTINE FOR ERROR HANDLING.	08359000
							4663		*		08369000
							4664		*****		08379000
0003BA	91	FF	1013		000013		4665	TM	ASARETRN,DPARTNT	TEST TO SEE IF NO PROBLEMS	08399000
0003BE	47	80	C3C4		0003CA		4666	BZ	MOVERESU	NO PROBLEM, RETURN	08409000
0003C2	41	30	CE76		000E7C		4667	*			08416000
0003C6	47	F0	C3EE		0003F4		4668	LA	R#03,TABGAFCT	CONVERSION TABLE FOR ERROR HANDLING	08419000
							4669	B	ERRHANDL	GOTO COMMON ROUTINE FOR ERROR	08429000
0003CA							4670		MOVERESU DS	OY	08449000
							4671		*****		08459000
							4672		*		08469000
							4673		*	MOVE THE VALUES INTO THE EXPECTED ZONE	08479000
							4674		*		08489000
							4675		*****		08499000
0003CA	58	D0	C462		000468		4676	L	R#13,SAVE+4	RESTORE ADDRESS OF CALLER SAVEAREA	08519000
0003CE	58	8D	0018		000018		4677	L	R#08,24(R#13)	TO FIND THE ADDRESS OF CALLER PARAMS	08529000
0003D2	D2	07	8030105C	000030	00005C		4678	MVC	DPAGASEC,ASADSCSN	MOVE NAME OF CSECT MODULE	08539000
							4679	*			08544000
0003D8	D2	03	80381064	000038	000064		4680	MVC	DPAGASTA,ASADSCSA	MOVE START ADDRESS OF CSECT	08549000
							4681	*			08554000
0003DE	D2	03	80401080	000040	000080		4682	MVC	DPAGACSL,ASADSCL	MOVE CSECT LENGTH	08559000
0003E4	58	B0	802C		00002C		4683	L	R#11,DPAGAVA	ADDRESS GIVEN BY THE CALLER	08569000
0003E8	58	B0	1064		000064		4684	S	R#11,ASADSCSA	SUBTRACT FROM ADDRESS GIVEN THE	08579000
							4685	*		START ADDRESS OF THE CSECT FOUND	08589000
0003EC	50	B0	803C		00003C		4686	ST	R#11,DPAGAREL	PUT IT IN RETURN PARAMS	08599000

INTERFACE BETWEEN USER AND AIDSYS

15:36:23 84-12-13 PAGE 0116

[illegible]

4691 ***** 08659000

0003F0 47 F0 C41C	000422	4692	B	RTN	ALL IS 0.K	08679000
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INTERFACE BETWEEN USER AND AIDSYS

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
					4693		*****	08679600
					4694		*	08679900
					4695		*	08680200
					4696		THE FOLLOWING IS DONE IN ORDER TO TRANSLATE THE RETURN CODE *	08680600
					4697		RETURNED BY THE AIDSYS05 INTO THE RETURN CODE EXPECTED BY *	08680900
					4698		THE CALLER. THIS IS CALLED BY ALL FUNCTION WHICH CALLED *	08681200
					4699		AIDSYS05. *	08681500
					4700		*****	08681900
0003F4					4701		ERRHANDL DS 0Y	08682500
0003F4 17 22					4702		XR R#02,R#02	08682800
0003F6 43 20 1013	000013				4703		IC R#02,ASARETRN	08683100
0003FA 88 20 0002	000002				4704		SRL R#02,2	08683500
0003FE 1A 32					4705		AR R#03,R#02	08683800
					4706	*		08683900
000400 91 FF 3000					4707		TM 0(R#03),DPARTNT	08684100
000404 47 10 C40C	000412				4708		BD MODULERR	08684400
					4709	*		08684600
000408 D2 00 80013000	000001				4710		MVC DPARTN(1),0(R#03)	08684800
					4711	*		08684900
00040E 47 F0 C41C	000422				4712		B RTN	08685100

INTERFACE BETWEEN USER AND AIDSYS

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMNT	M	SOURCE	STATEMENT	
						4713		*****		08685170
						4714	*			* 08685210
						4715	*	YOU ARE HERE ONLY IF THERE IS AN UNEXPECTED RETURN CODE		* 08685250
						4716	*	FROM AIDSYS05.		* 08685280
						4717	*			* 08685320
						4718		*****		08685360
000412						4719		MODULERR DS	0Y	08685400
000412	92	08	8001	000001		4720		MVI	DPARTN,DPAMODE	08685700
000416	47	F0	C41C	000422		4721		B	RTN	08686000
									MOVE VALUE IN RETURN CODE ZONE	
									BRANCH TO COMMON EXIT	

FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMNT	M	SOURCE	STATEMENT
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						4722		*****	08686600
						4723	*		08686800
						4724	*	INPUT ADDRESS IN CONFLICT WITH FLAG, THAT WILL SAY THAT	08687100
						4725	*	THE GIVEN ADDRESS IS IN SYSTEM ZONE AND THE FLAG IS SET	08687300
						4726	*	TO USER ZONE OR IS IN USER ZONE AND THE FLAG IS SET TO	08687500
						4727	*	SYSTEM SPACE TO BE ACCESSED. THE SECOND CASE IS WHEN THE	08687800
						4728	*	CALLER SPECIFIES BOTH SYSTEM AND USER IS WANTED WHEN CALLING	08688000
						4729	*	THE GET ADDRESS FUNCTION. THE RETURN CODE IS X' '.	08688200
						4730	*		08688500
						4731		*****	08688700

00041A						4732		RTNAIC	DS	QY		08688770
00041A	92	2C	8001	000001		4733			MVI	DPAGARTN, DPAGAIAP	MOVE VALUE IN RETURN CODE ZONE	08688800
00041E	47	F0	C41C	000422		4734			B	RTN	RETURN TO THE CALLER	08688850

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
					4735		*****	08699000
					4736		*	08709000
					4737		*	08719000
					4738		*	08729000
					4739		*	08739000
					4740		*****	08749000
							HERE IS THE ONLY ONE POINT WHERE YOU CAN GET OUT OF ALL THE MODULE.	
000422					4741	RTN	DS OY	08769000
000422	58	DO C462	000468		4742		L R#13,SAVE+4	08779000
000426	98	EC D00C			4743		LM R#14,R#12,12(R#13)	08789000
00042A	07	FE			4744		BR R#14	08799000
					4745		LTORG	08809000
000430	00000000				4746		=A(0)	
000434	00000900				4747		=F'0'	
000438	00000E90				4748		=A(MYDYNDA)	
00043C	00000CC8				4749		=A(WGRKAREA+2000)	
000440	000022F0				4750		=A(WRKETPND)	
000444	00001BF0				4751		=A(MYSTATDT)	
000448	000008F8				4752		=A(WGRKAREA+1024)	
00044C	00000000				4753		=V(ADSERV)	
000450	C1C9C4E2E8E2				4754		=C'AIDSYS'	
							RESTORE REGISTERS OF CALLING PGM	

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT	
000458	00000000				4755		SYSBASE DC A(0)	SIMULATION OF SYSTEM START ADDRESS 08820000
00045C	00000000				4756		AREADRT DC A(0)	A(CALLER DUMPFIL READ ROUTINE) 08821000
000460	00000000				4757		EXVTBASE DC A(0)	A(XVT) 08822000
000464					4758		*AVE1 DS 18F	SAVEAREA WHEN CALLING AIDSYS02 08829000
0004AC					4759		SAVE DS 18F	SAVEAREA WHEN CALLING AIDSYS05 08839000
					4760		SAVE3 DS 18F	SAVEAREA USED TO SAVE REGISTERS 08844000
					4761		*	WHEN CALLING AS4RDPGE 08846000
0004F4					4762		SAVEREG8 DS F	SAVE IF TWO CALL TO AS4ITNDP !! 08847000
0004F8					4763		WORKAREA DS 600F	COVERING PARAMETER LIST, A(RET) STACK 08849000
000E58					4764		TAB DS 4F	THIS TABLE CONTAINS THE MINIMAL 08859000
		000E58			4765		GRG TAB	VALUE OF BUFFER LENGTH 08859000
000E58	00000021				4766		CMLN DC F'33'	MINIMAL VALUE FOR CMFCT 08879000
000E5C	00000014				4767		GALEN DC F'20'	MINIMAL VALUE FOR GAFCT 08889000
					4768		* DC F'0'	NO MORE USED WAS USED FOR CRFCT 08899000
000E60	00000013				4769		PULEN DC F'19'	MINIMAL VALUE FOR PUFCT(+CRFCT) 08909000
					4770		*LAGUS DS X	NO MORE USED 08919000
					4771		*ABALPHA DS XL41	NO MORE USED WAS USED ONLY TO FIND 08929000
					4772		* GRG TABALPHA	IF THE FIRST CHARACTER OF THE FILE 08939000
					4773		* DC X'AABBCCDDEEFF0F1F20000000000000000'	NAME GIVEN WHEN 08949000
					4774		* DC X'F3F4F5F6F7F8F9FAFB0000000000000000'	THE CALLER HAD TO 08959000
					4775		* DC X'00FCFDFFFAABBCCDD'	TO GIVE US A A(FCB) WAS CORRECT 08969000
000E64	0000				4776		ASUB DC H'0'	FIELD COVER TWO DISTINCT THINGS: 08979000
					4777		*	1. IF THE CALLER SPECIFIES BOTH DOMAIN. 08984000
					4778		*	2. MANAGERING THE TRANSFORMATION OF FLAG 08986000
000E68					4779		TABCMFCT DS 0F	RETURN CODE TRANSLATION FOR CMFCT 08989000
000E68	000428FFFF382C48				4780		DC X'000428FFFF382C4810FF1444184CFFFFFFFF3C50'	08999000
000E7C					4781		TABGAFCT DS 0F	RETURN CODE TRANSLATION FOR GAFCT 09009000
000E7C	0004FF28FF38FFFF				4782		DC X'0004FF28FF38FFFF102C1434183CFFFFFFFF40'	09019000
000E90					4783		MYDYNDTA DS 0F	SPACE RESERVED FOR COVERING DYNDATA 09049000
	001BF0				4784		GRG **DYNLEN	09059000

FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMNT	M	SOURCE	STATEMENT
------	------	-------------	-------	-------	-------	---	--------	-----------

0022F0					4787		WRKETPND DS	OF	09085000
			0227F0		4788		GRG	**X'20500'	09086000

		000422			4789		RTNISFN EQU	RTN	09089000
		000422			4790		PEFCT EQU	RTN	09109000
					4791		ETPND	DPACCESS,VER=800,DATE=850131,PATCH=200,LTORG=NO	09119000

```

4792 1 PRINT ON,GEN
4793 1 * THIS MACRO IS USED TO GIVE THE STANDARD TERMINATE FOR A MODULE
4794 1 * N MANDATORY POSITIONAL OPERAND 1 - MODULE NAME
4795 1 * B OPTIONAL POSITIONAL OPERAND 2 - LENGTH OF MODULE
4796 1 * PATCH= OPTIONAL OPERAND - LENGTH OF PATCHAREA
4797 1 * (ZERO MAY BE SPECIFIED)
4798 1 * DEFAULT - 200 BYTES
4799 1 * IF B AND &PATCH PARAMS NOT USED
4800 1 * DATE= OPTIONAL OPERAND - DATE (FORMAT YYMMDD)
4801 1 * VER= MANDATORY OPERAND - MODULE VERSION NUMBER (3 DIGITS)
4802 1 * COMPNR= OPTIONAL OPERAND - TO IDENTIFY COMPONENT NUMBER
4803 1 * CSECT= OPTIONAL OPERAND
4804 1 * YES (DEFAULT) ORIGINAL CSECT FOR ETPND
4805 1 * NO NO CSECT IS CREATED
4806 1 * NAME SPECIAL CSECT NAME
4807 1 * LTORG= OPTIONAL OPERAND - DEFAULT=YES. NO=NOT IN EXPANSION

```

0227F0	00				4808		GRG		
0228B8					4809		DC	200X'00'	
0228B8	C4D7C1C3C3C5E2E2				4810		DS	CD	
0228C0	F8F0F0				4811		DC	CL8'DPACCESS'	MODULE NAME
0228C3	C7				4812		DC	CL3'800'	MODULE VERSION NUMBER ASSIGNED
0228C4	F8F5F0F1F3F1				4813		DC	CL1'G'	MACRO LIBRARY VERSION
0228CA	F3F4F8				4814		DC	CL6'850131'	ASSEMBLY SUBMISSION DATE
0228CD	000000				4815		DC	CL3'348'	CURRENT JULIAN ASSEMBLY DATE
					4816		DC	AL3(DPACCESS)	LOAD ADDRESS OF MODULE

FLAG LOCN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

4817 ***** 09132000
4818 * 09136000
4819 * WHAT IS DESCRIBED NOW IS THE TRANSLATION TABLES FOR 09140000
4820 * CHANGING THE RETURN CODE RETURNED BY ADSERV IN RETURN 09144000
4821 * CODE EXPECTED BY THE USER. 09148000
4822 * 09152000
4823 ***** 09155000

```

```

4824 ***** 09163000
4825 * 09167000
4826 * VALUE OF R.C. * VALUE OF R.C. * VALUE OF R.C. * SIGNIFICATION * 09171000
4827 * FROM ADSERV * FROM ADSERV * FROM ADSERV * OF R.C. * 09175000
4828 * TO CMFCT * TO GAFCT * * 09179000
4829 ***** 09182000
4830 * 00 * 00 * 00 * NO ERROR * 09186000
4831 * * * * * 09190000
4832 * 04 * 04 * 04 * FORMAL FEHLER * 09194000
4833 * * * * * 09198000
4834 * 08 * 28 * ERROR * BUFFER OVFLW * 09202000
4835 * * * * * 09206000
4836 * 0C * ERROR * 28 * ADDRESS UNALOC * 09206070
4837 * * * * * 09206150
4838 * 10 * ERROR * ERROR * UNEXPECTED * 09206230
4839 * * * * * 09206310
4840 * 14 * 38 * 38 * NO PGM LOADED * 09206390
4841 * * * * * 09206470
4842 * 18 * 2C * ERROR * BUFFER UNACC * 09206540
4843 * * * * * 09206620
4844 * 1C * 48 * ERROR * OLDFMT LOADING * 09206700
4845 * * * * * 09206780
4846 * 20 * 10 * 10 * FILE NOT OPEN * 09206860
4847 * * * * * 09206940
4848 * 24 * ERROR * 2C * ADDRESS<>FLAG * 09207010
4849 * * * * * 09207090
4850 * 28 * 14 * 14 * SPECIF TASK NF * 09207170
4851 * * * * * 09207250
4852 * 2C * 44 * 34 * SYSTEM ERROR * 09207330
4853 * * * * * 09207410
4854 * 30 * 18 * 18 * TASK SPEC NEC * 09207480
4855 * * * * * 09207560
4856 * 34 * 4C * ERROR * INFO NOT IN DF * 09207640
4857 * * * * * 09207720
4858 * 38 * ERROR * ERROR * UNEXPECTED * 09207800
4859 * * * * * 09207880
4860 * 3C * ERROR * ERROR * UNEXPECTED * 09207960
4861 * * * * * 09208050
4862 * 40 * ERROR * ERROR * UNEXPECTED * 09208140
4863 * * * * * 09208230
4864 * 44 * 3C * ERROR * NO CSECT FOUND * 09208320
4865 * * * * * 09208400
4866 * 48 * 50 * 40 * PAGE NOT DUMPD * 09208490
4867 * * * * * 09208580
4868 * * * * * 09208670
4869 ***** 09208760

```



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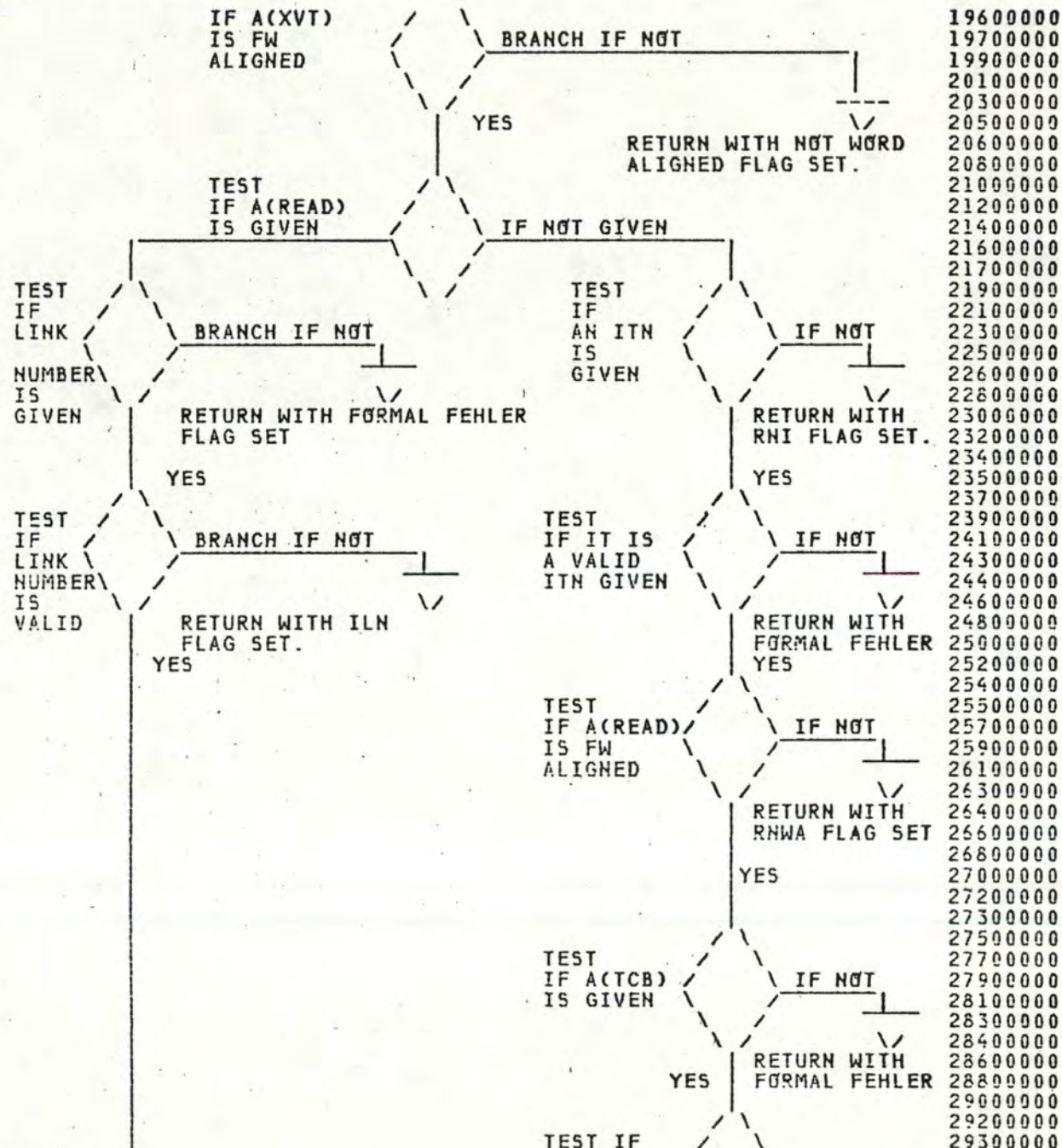
THE NEXT PART IS SET IN COMMENTS AND DESCRIBE THE FLOW CHART
OF ALL THE PARTS OF THE MODULE. ALL LOGICAL PART WILL HAVE
IT'S OWN DESCRIPTION IN ONE SHEET OF PAPER.

*****

| SAVE CALLERS REGISTERS |
|-----|
|
|
|-----|
| PREPARE SAVE AREA |
| AND COVER PARAM LIST |
|-----|
|
|
| TEST IF VALID |
| FUNCTION |
| NUMBER |
|-----|
| YES |
|-----|
| RETURN WITH INVALID FUNCTION |
| NUMBER FLAG SET. |
|-----|
| TEST IF |
| A(SYBASE) |
| IS GIVEN |
|-----|
| YES |
|-----|
| RETURN WITH FORMAL FEHLER |
| FLAG SET. |
|-----|
| TEST IF |
| A(SYBASE) |
| IS FW |
| ALIGNED |
|-----|
| YES |
|-----|
| RETURN WITH NOT WORD |
| ALIGNED FLAG SET. |
|-----|
| TEST |
| IF A(XVT) |
| IS GIVEN |
|-----|
| YES |
|-----|
| RETURN WITH INVALID FCB |
| ERROR FLAG SET. |
|-----|
| TEST |
|-----|

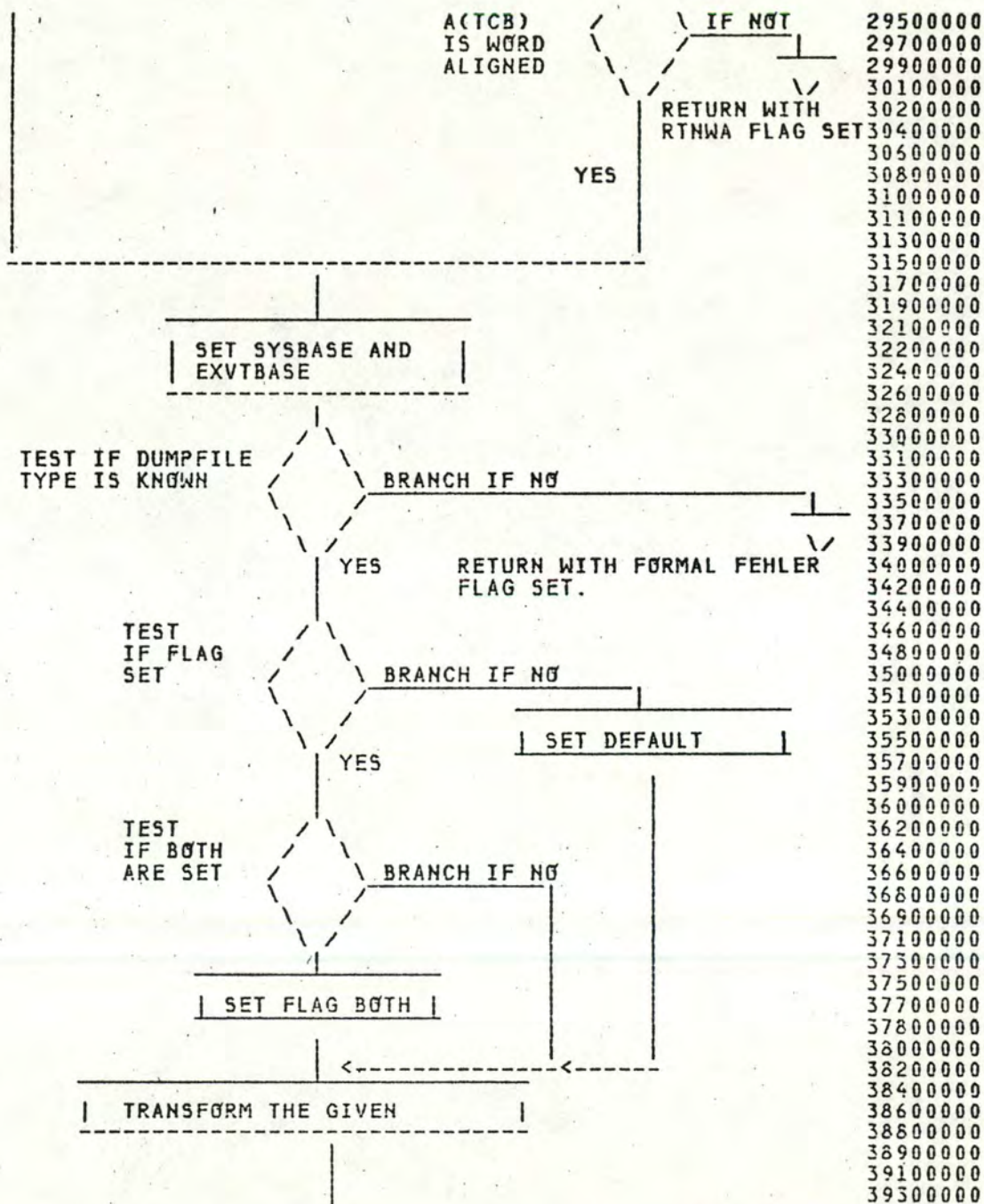
```


FLAG LOCCTN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

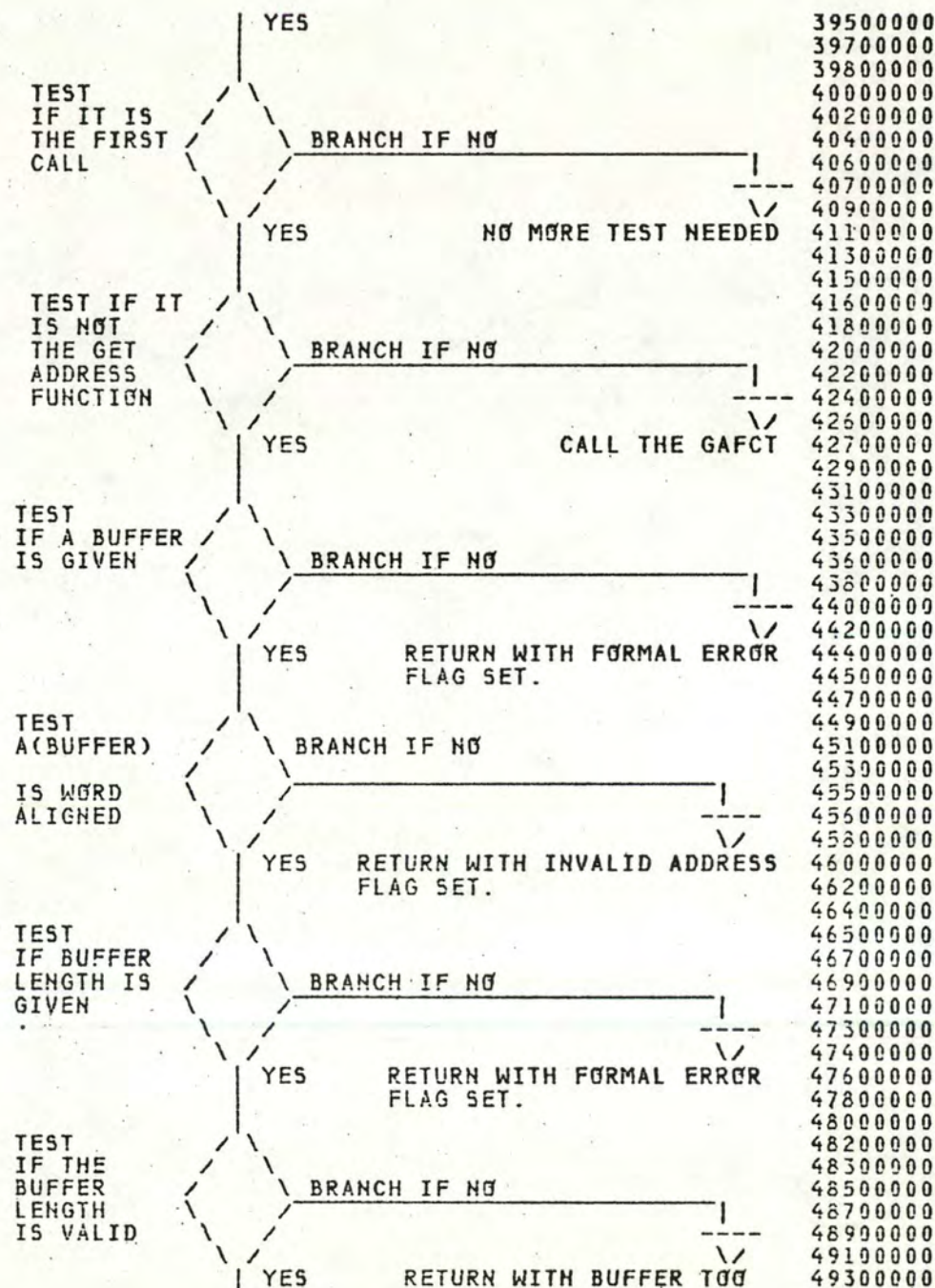
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29000000
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FLAG LOCN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

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5089	*



FLAG LOCN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

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5100 *
5101 *
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5103 *
5104 *
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5107 *
5108 *
5109 *
5110 *

NO MORE TEST ---->

TEST
WHICH
FUNCTION
HAS TO BE
CALLED

SHORT FLAG SET.

BRANCH IF CSECT MAP FUNCTION

CALL CMFCT

CALL
GAFCT

CALL
PUFCT

49400000
49600000
49800000
50000000
50200000
50300000
50500000
50700000
50900000
51100000
51200000
51400000
51600000
51800000
52000000
52200000
52300000
52500000
52700000
52900000
53100000

FLAG LOCN OBJECT CODE ADDR1 ADDR2 STMT M SOURCE STATEMENT

```

5111 ***** 53400000
5112 * * 53600000
5113 * THE NEXT FLOWCHART IS THE FLOW OF CMFCT * 53800000
5114 * * 54000000
5115 ***** 54100000

```

```

5116 * 54500000
5117 * 54700000
5118 * 54900000
5119 * 55000000
5120 * 55200000
5121 * 55400000
5122 * 55600000
5123 * 55800000
5124 * 56000000
5125 * 56100000
5126 * 56300000
5127 * 56500000
5128 * 56700000
5129 * 56900000
5130 * 57000000
5131 * 57200000
5132 * 57400000
5133 * 57600000
5134 * 57800000
5135 * 57900000
5136 * 58100000
5137 * 58300000
5138 * 58500000
5139 * 58700000
5140 * 58800000
5141 * 59000000
5142 * 59200000
5143 * 59400000
5144 * 59600000
5145 * 59800000
5146 * 59900000
5147 * 60100000
5148 * 60300000
5149 * 60500000
5150 * 60700000
5151 * 60800000
5152 * 61000000
5153 * 61200000
5154 * 61400000
5155 * 61600000
5156 * 61700000
5157 * 61900000
5158 * 62100000
5159 * 62300000
5160 * 62500000
5161 * 62700000
5162 * 62800000

```

| SET PARAMETER LIST |

TEST IF
BOTH
DOMAIN
ARE
ASKED

BRANCH IF NOT

YES

| SET DEFAULT FLAG |

| SET IT IN PARAMETER |

| LOAD A(DATA-AREA) |

| PREPARE ZONE AS IF
AIDSYS02 WAS CALLED |

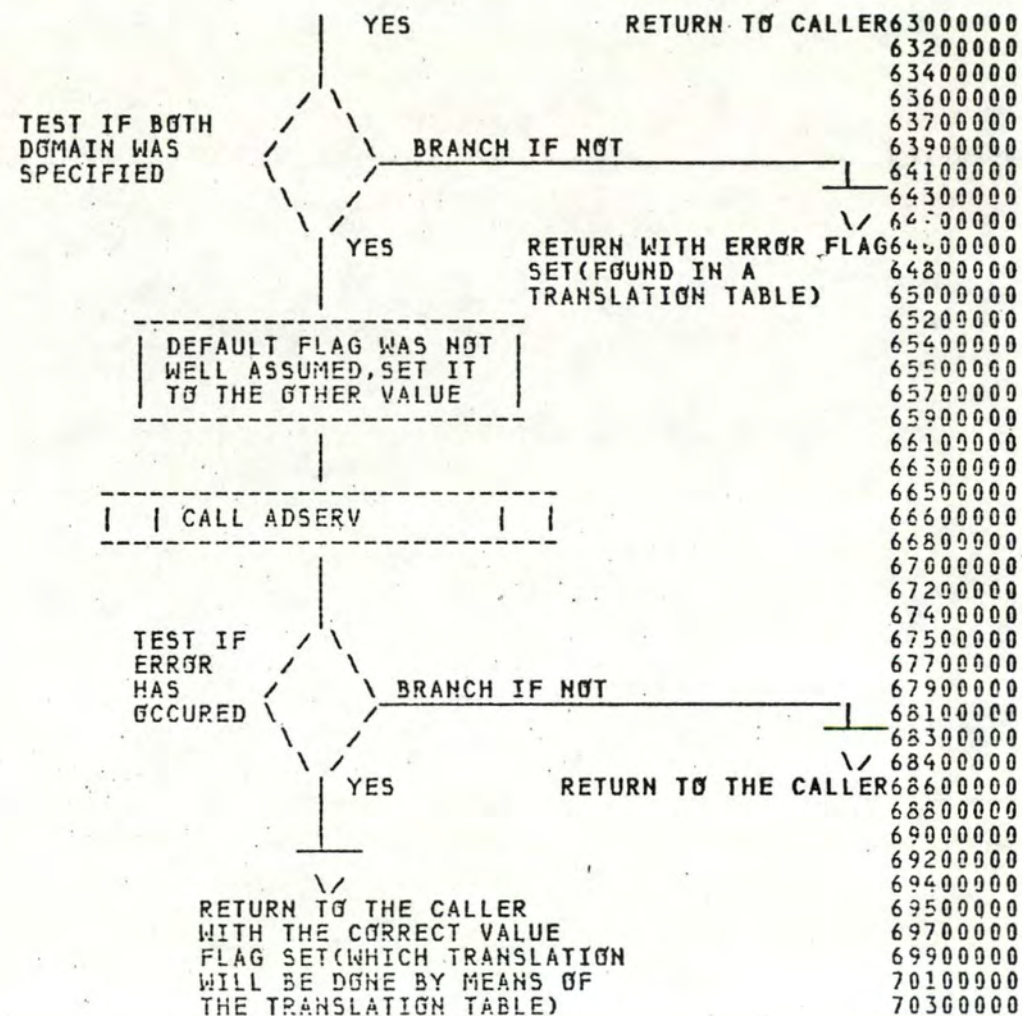
| | CALL ADSERV | |

TEST IF AN
ERROR HAS OCCURED

BRANCH IF NOT

✓ 62800000

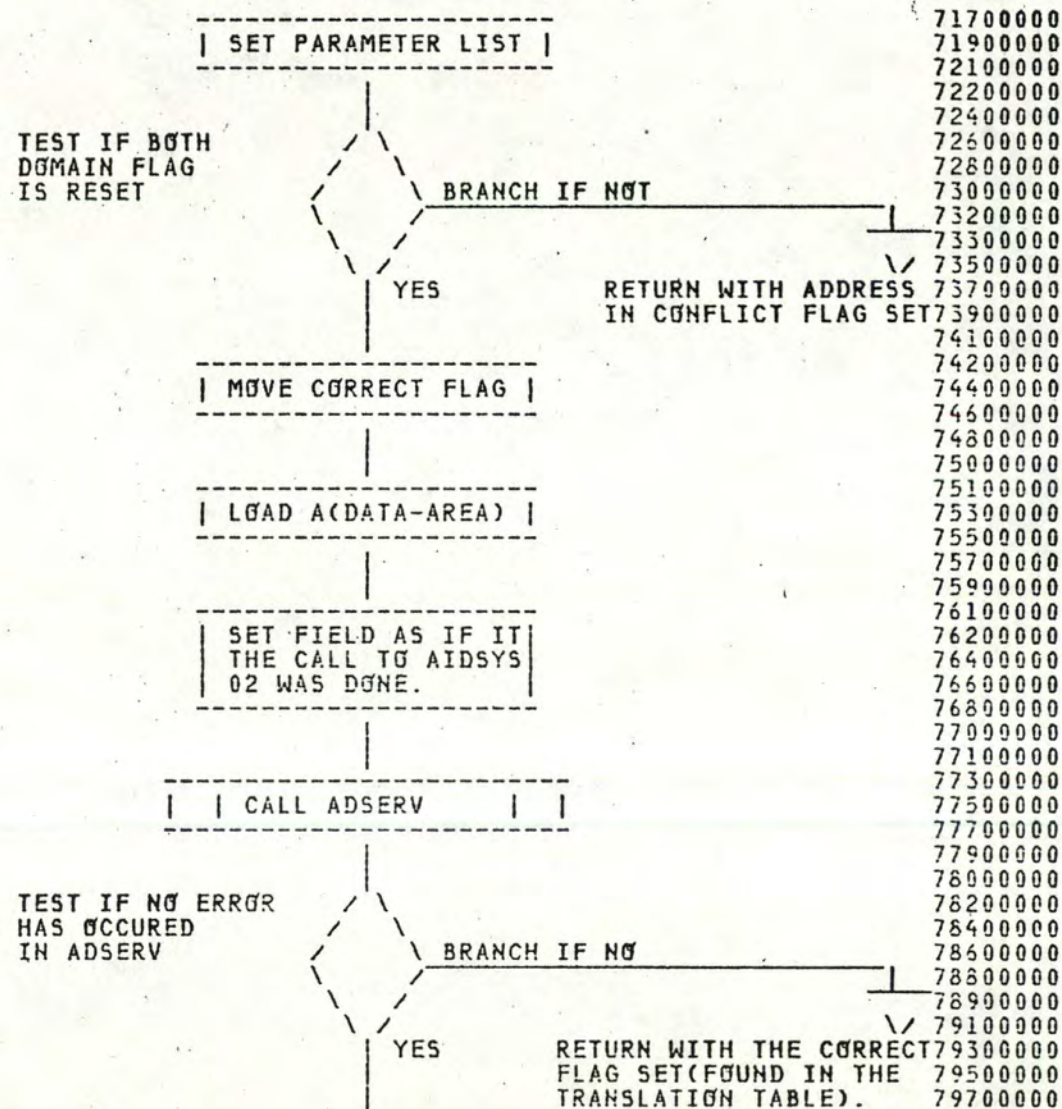
FLAG	LOCN	OBJECT	CODE	ADDR1	ADDR2	STMNT	M	SOURCE STATEMENT
						5163	*	
						5164	*	
						5165	*	
						5166	*	
						5167	*	
						5168	*	
						5169	*	
						5170	*	
						5171	*	
						5172	*	
						5173	*	
						5174	*	
						5175	*	
						5176	*	
						5177	*	
						5178	*	
						5179	*	
						5180	*	
						5181	*	
						5182	*	
						5183	*	
						5184	*	
						5185	*	
						5186	*	
						5187	*	
						5188	*	
						5189	*	
						5190	*	
						5191	*	
						5192	*	
						5193	*	
						5194	*	
						5195	*	
						5196	*	
						5197	*	
						5198	*	
						5199	*	
						5200	*	
						5201	*	
						5202	*	
						5203	*	



FLAG	LOC	CTN	OBJECT CODE	ADDR1	ADDR2	STMT	M	SOURCE STATEMENT
------	-----	-----	-------------	-------	-------	------	---	------------------

5204	*	*****						70600000
5205	*							70800000
5206	*		THE NEXT IS THE FLOWCHART FOR THE GAFCT.					71000000
5207	*							71200000
5208	*	*****						71300000

5209	*
5210	*
5211	*
5212	*
5213	*
5214	*
5215	*
5216	*
5217	*
5218	*
5219	*
5220	*
5221	*
5222	*
5223	*
5224	*
5225	*
5226	*
5227	*
5228	*
5229	*
5230	*
5231	*
5232	*
5233	*
5234	*
5235	*
5236	*
5237	*
5238	*
5239	*
5240	*
5241	*
5242	*
5243	*
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5245	*
5246	*
5247	*
5248	*
5249	*
5250	*
5251	*
5252	*
5253	*



FLAG	LOCN	OBJECT CODE	ADDR1	ADDR2	STMT M	SOURCE STATEMENT
------	------	-------------	-------	-------	--------	------------------

5254	*
5255	*
5256	*
5257	*
5258	*
5259	*
5260	*
5261	*
5262	*
5263	*
5264	*
5265	*
5266	*
5267	*
5268	*
5269	*
5270	*
5271	*
5272	*
5273	*
5274	*
5275	*
5276	*
5277	*
5278	*
5279	*
5280	*
5281	*
5282	*
5283	*
5284	*

